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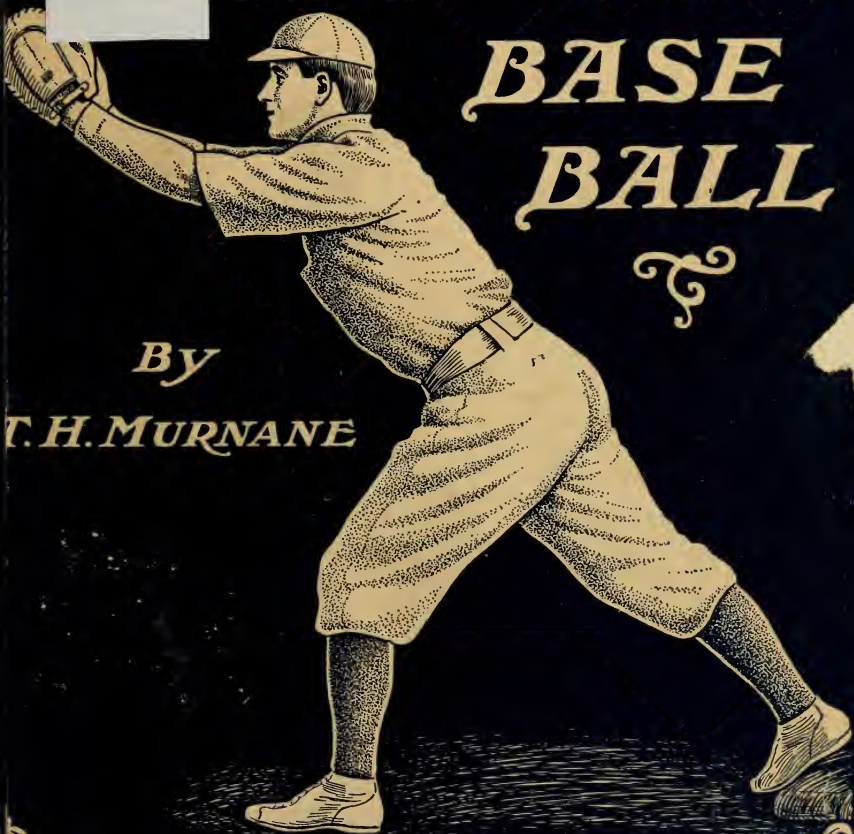
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King's Athletic Library

HOW TO PLAY
BASE
BALL

By

T. H. MURNANE



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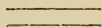


T. H. MURNANE,

The editor of this book, was a famous old-time ball player, and is now one of the leading authorities on the game; is sporting editor of the Boston "Globe," President of the New England League, and member of the Board of Arbitration of the National Association of Professional Base Ball Leagues.

HOW TO PLAY BASE BALL

BY T. H. MURNANE



NEW YORK
AMERICAN SPORTS PUBLISHING CO
21 WARREN STREET, NEW YORK.

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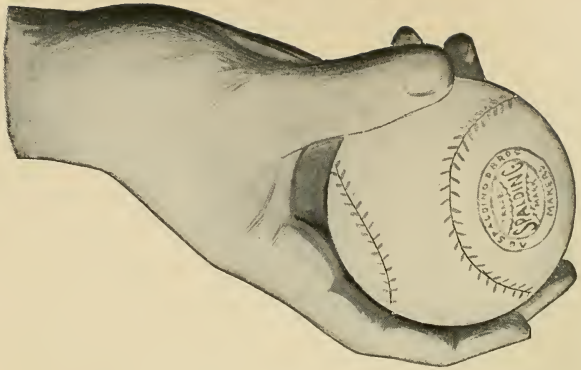
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PREFACE

With the best of last season's features and several new ones added this season, we have been enabled to get out a second edition of "How to Play Base Ball," after losing the copy for a complete new edition of the book by the fire that burned out the plant of the American Sports Publishing Co., New York, in February, 1904.

In the arrangement of this book the publishers have been materially benefited by courtesies extended to them by the New York Evening Journal, New York Evening World, Chicago Record-Herald, Cincinnati Commercial-Tribune, Pittsburg Times, New York Evening Telegram and the Boston Globe.



The out-curve is produced usually by grasping the ball with the first two fingers and the thumb, with the back of the hand turned downward. The fingers are pressed firmly against the ball, which is gripped tight. The out-curve may be either fast or slow.



The in-curve is pitched with a side-arm motion, the ball being released over the tips of the first two fingers, the arm being swept around with a lateral motion. Some pitchers throw an in-curve by grasping the ball with all four fingers and permitting it to slip over the tips.

INTRODUCTION

To teach the youth how to play our national game of base ball is the object of this book.

The amateur player will find much to interest him, and even the leading professionals can pick up valuable points by perusing the instructions offered by the genuine stars of the game.

There has been no effort to pad the advice given, but every line is full of meat for the ball player who is anxious to become proficient in some one of the nine positions on a team, as well as to hit the ball and run the bases, perchance later on become a member of some champion aggregation which has pulled off the honors by heady work and team play.

It would be a rare thing to find an American youth past the age of ten who is not familiar with the simple rules of the game, and therefore the idea will be to teach those who are posted on the rules and have more or less faced the music in some sort of game.

In base ball each position calls for a peculiar style of player, and the king of third basemen might be a failure at first base. Therefore, it pays to work at each and all positions before choosing the place you would care to fill on a team. For example, the catcher must be a sure line thrower, also the third baseman; next comes the shortstop. Outside of those positions, throwing is not as necessary. Usually the poor throwers, but good batsmen, are placed at first base and in the outfield.

You will find good batsmen retained for the outfield when but for the large mitts they would be utter failures when trying to stop a grounder or catch a fly.

The majority of outfielders are left handed batsmen, and therefore more valuable as run getters than the right handers, simply because they have the advantage of a start from the home plate after hitting the ball, and make the base twenty per cent. oftener



Drop Curve—The ball for the drop-curve is held in identically the same position as for the out-curve, except that the back of the hand is held directly down, the arm being brought straight over the shoulder at the moment of delivering the ball.

than the right handed men. The only position in the infield for a left handed thrower is first base. Therefore, a left handed thrower has but five positions where he can shine on a ball team, viz.: pitcher, first base and the three outfield positions.

The left handed pitchers soon wear out, as the work comes too near the heart; so, after all, first base and the outfield alone is left for the left handed thrower. When a player can throw right handed and hit naturally left handed, he becomes a valuable man for a ball team.

When starting out, favor left handed hitting, as you will have less out curves to judge, owing to the scarcity of left hand pitchers in the business, and again the advantage you will gain in getting off the mark to first after hitting the ball.

Left handed throwing should be avoided when possible, as the ball always curves from a left handed throw, and while many are quite accurate, the ball is most difficult to hold from the peculiar spin given to the ball; in fact, the game of ball from a fielding standpoint was never made for left handers outside the position of first base, and even there the left hander is handicapped by having to turn his bare left hand to the runner when the right hand man can protect himself with his big mitt.

The rule to-day in base ball is for the manager who is supposed to be familiar with every phase of the game and has the faculty to size up the talent to select the timber for his ball team, picking each man for a particular position, including a utility player. After selecting the players the next thing is to pick out the right player to captain the team. This player must be able to work with the manager and the other members of the team. The manager should give his orders to the captain and not undertake to meddle with the captain's prerogative.

The manager has actually grown to be more of a peacemaker from the bench than a directing general, so advanced have become the members of the leading teams.

A captain should be an outfielder if possible, as he will be in a position to observe everything that is going on. The assistant captain should be an infielder, and direct the plays on the inside



Mathewson's High In-Ball.—This is a most wicked delivery—the whisker trimmer. The thumb touches the ball very lightly and the forefingers grasp it firmly. This delivery is used mostly to drive the batter away from the plate so as to make the curve more effective. It is a dangerous ball to stand up against.

This is not necessary to good ball playing, but has proven to be a splendid plan, and I think the best.

The captain of a ball team should be up to every fine point, be able to work out combinations, get the best work out of his team without apparently driving them, battle for their rights open and above board for the effect it may have on peculiar temperaments, and teach his men to hold their temper in check. Erratic, hot headed ball players will often throw away good chances to win a game. Nothing is ever gained by the loss of temper. This is especially true of the pitcher, who has the bulk of the thinking to do and who is ever in need of his best judgment.

It is remarkable what effect a good captain has on a ball team. Players want some one present to appreciate their good work, and "Nice play, old man" from the captain on the field means much to the earnest player.

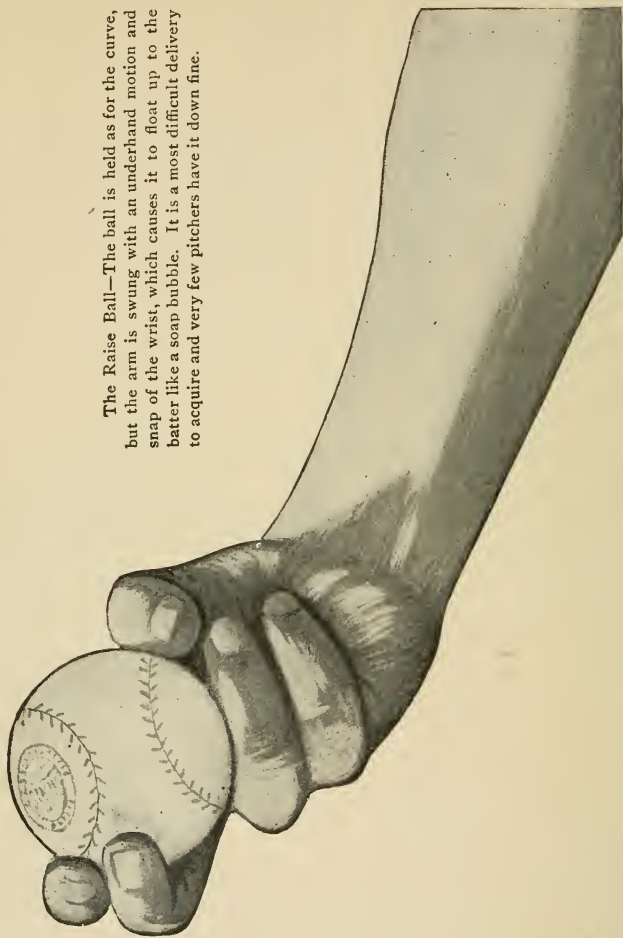
Too much practice is practically impossible in base ball, as in golf, billiards and other clever games, and this is especially true of batting. The players who have given their ideas of how the game should be played in this book are each and every one gluttons for practice and would rather play ball than eat.

Hitting to right field by right handed batsmen and chopping to left field by the left handers, as well as laying the ball down for a clever bunt is all the result of practice, and the more practice the more clever the man.

It is the duty of the manager to see that his men practice, for the captain of a team has all that he cares for in handling the men when in a game. The unwritten rules are something like this: The manager is the one who has the interests of the club owners at heart, while the captain is for his players first, last and always, at the same time clever enough to get the best work out of the men, which after all is what the owners of a professional club appreciate.

Good form is not essential to fine ball playing; at the same time many players have improved by copying the style of clever professionals.

The Raise Ball—The ball is held as for the curve, but the arm is swung with an underhand motion and snap of the wrist, which causes it to float up to the batter like a soap bubble. It is a most difficult delivery to acquire and very few pitchers have it down fine.



I think Michael Kelly was the first player to keep his heels together and face the pitcher, with bat poised directly in front of his face, giving the pitcher no line on what he was about to try for. Kelly was one of the best place hitters the game ever produced, showing the advantage of his preliminary position at the bat.

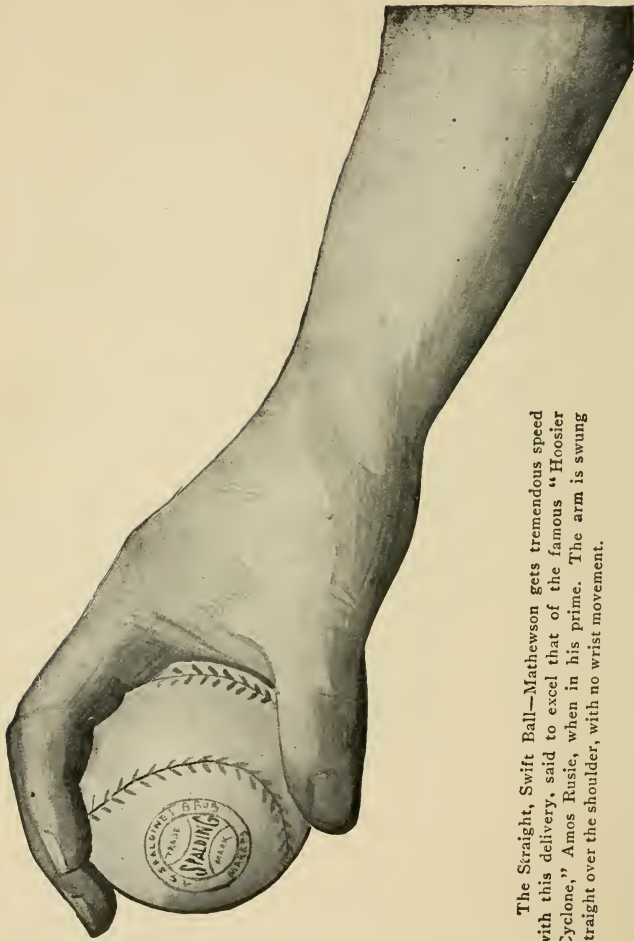
Foot-work is almost as necessary in ball playing as it is in the art of self defence, and the player who fails to keep his feet while fielding a ball can never shine as a star of the game. It will be observed that a large number of the great batsmen of the present time take hold of the bat several inches from the bottom. This gives them more control of the bat and a better chance to meet the ball with a short swing.

Standing up to the plate is the first requirement of a batsman, and the player who cannot overcome the habit of pulling away will have no chance to become a first-class man with the stick. The aggressive batsman is the winner and not the man who goes to the plate hoping to work a base on balls.

Players should never work for records, but go for everything in sight, for games won will count more than fine fielding averages, where the players failed to take chances and often lost games in consequences.

The great army of ball players, young and old, amateur as well as professional, are not always placed where they can see and learn the fine points of the game, therefore a careful reading and honest digestion of the advice found in this book should be of great help to the ambitious ball player who cares to shine as an exponent of the national game.

T. H. M



The Straight, Swift Ball—Mathewson gets tremendous speed with this delivery, said to excel that of the famous "Hoosier Cyclone," Amos Rusie, when in his prime. The arm is swung straight over the shoulder, with no wrist movement.

How to Become a Good Batter

The most natural batsman the game ever produced is without doubt Napoleon Lajoie of the Cleveland club of the American League. He says:

BY NAPOLEON LAJOIE

"I go to the plate with the idea of hitting the first good ball sent up, as I believe in working on the aggressive. In this way I am seldom caught for a strike unless where I miss the ball. Every man should handle a bat in the most natural manner and not try to copy others in the business.

"Foot work has a lot to do with the success of a ball player, and especially at the bat, and the pitcher is more apt to find this weakness to his liking than any other. I am ready to step in any direction with my right foot for pivot. I bat mostly with a wrist movement, as you can get a quicker move on and allow the ball to come closer before timing it. I never care to anticipate the kind of a ball the pitcher is about to deliver, as I find a low ball no more difficult than a high one. A ball wide of the plate can be chopped off to right field, while one a bit close can be turned to account by a proper swing. This can be accomplished by taking the bat up short, as it requires less swing and can be worked with a snap, which will have just as good effect when it meets the ball and the batter is less likely to send up weak flies.

"Practice to meet with a sharp snap every ball that comes over the plate, and you will find it to your advantage, even when picking out a good ball, or working a pitcher into a corner, where he must put them dead over.

"To hit a high ball the bat must be swung overhand to get the right force just a shade late, while a low ball must be timed well in front of the plate with an underhand swing.

"Never pull away from the plate, as the chances are the ball



Mathewson's Slow Ball—The ball is held lightly with the forefingers and thumb, and no twist is given it. It sails up to the plate as dead as a brick, and, when mixed in with a speedy straight or in-ball, causes the batter to often strike at it before it reaches him. It is a "teaser" for the third strike.

would be a weak fly. I hold the bat well in front and never start to pull back until the ball is under way when I step in, being careful about finding a slow ball worked with a change of pace. Use a heavy bat. I would advise every player to have his own sticks and take care of them."



James Collins, of the Boston American League club, is considered one of the best place hitters in the base ball profession. Collins says:

BY JAMES COLLINS

"Always be ready for the first good ball pitched, but do not always figure that the pitcher is about to put the first one over the plate. I stand just a little sideways of the plate, with the bat resting lightly on the shoulder, until the pitcher starts his preliminary swing, when I drop the bat down about to the waist, raise it almost perpendicular and then drop it slanting back almost level with the waist, bringing it forward after cutting a triangle. If the ball is timed I usually hit on a line, but if the preliminary swing is poor the ball is likely to go for a fly.

"I never anticipate the kind of a ball the pitcher is to send me, but get ready for anything over the plate and select a curve when placing the ball to right field.

"I set firmly on the right foot and step into the ball, being careful not to take too long a stride, as this is likely to cause you to lose sight of the ball."



BY HUGH JENNINGS

"Even a weak batsman can improve his work wonderfully by earnest practice. You must go to the plate fully determined to hit the ball no matter who the pitcher may be. I take the bat up short, as it gives one better control and you can meet a



Mathewson's Drop Curve—His most effective ball, and he has wonderful control of it. In fact, he makes it "talk." The two forefingers and the thumb give the rotary motion necessary for the curve, while a downward swing and quick snap of the wrist give it the quick dropping kink.

ball in close to you. I hold the bat easily on my shoulder and get ready to step with the pitcher's swing, holding my heels well together while facing the pitcher.

"In bunting the bat should be sent well out to meet the ball and then gently drawn back on slow pitched balls, while on speedy ones the hands should be relaxed as the ball meets the stick. This kind of work requires more practice than hitting out.

"With the hit-and-run game it pays to hit the ball when you can reach it, as it will often give the runner a chance for third base while you are put out at first.

"It is remarkable how accurately a batsman can meet a pitched ball when not hitting, as his line of vision is not interrupted as it is when he swings, and for this reason a short swing is the best and usually the wrist batsman is the most successful. My advice to players is: practice batting all you can and do not be particular about picking out all good ones, as you grow too stereotyped and more easily laid for by the fielders.



The following is from the pen of Jesse Tannehill, the star pitcher of the Boston team, on batting. Tannehill, though he is a pitcher—and few twirlers ever attract prominence as batters—is one of the most scientific batsmen in the game. He knows the art and is well qualified to describe it in an instructive manner, for, being a pitcher, the man who is paid to prevent batting, he is well versed on both sides of the question.

BY JESSE TANNEHILL

It has often been said that batters are born, not made; and, while there is more or less truth in this assertion, there is not the least doubt in my mind that a poor batsman can become a good one by consistent practice.

A good eye, of course, is absolutely necessary. Any defection in the vision will prove an insurmountable obstacle in the way of



"HANS" WAGNER

The famous shortstop of the Pittsburgs who led the League in batting

a player when it comes to hitting. But there are many players who have perfect eyes, yet never learn to hit well.

This may be due to various causes.

An improper stand at the plate will affect the batting of a player, yet there is no rule to be lived up to in this, for the reason that no two men in the business stand exactly alike. Every man must suit himself, but, while doing so, he must always bear in mind that he must be in a position to get a fair swing at the ball.

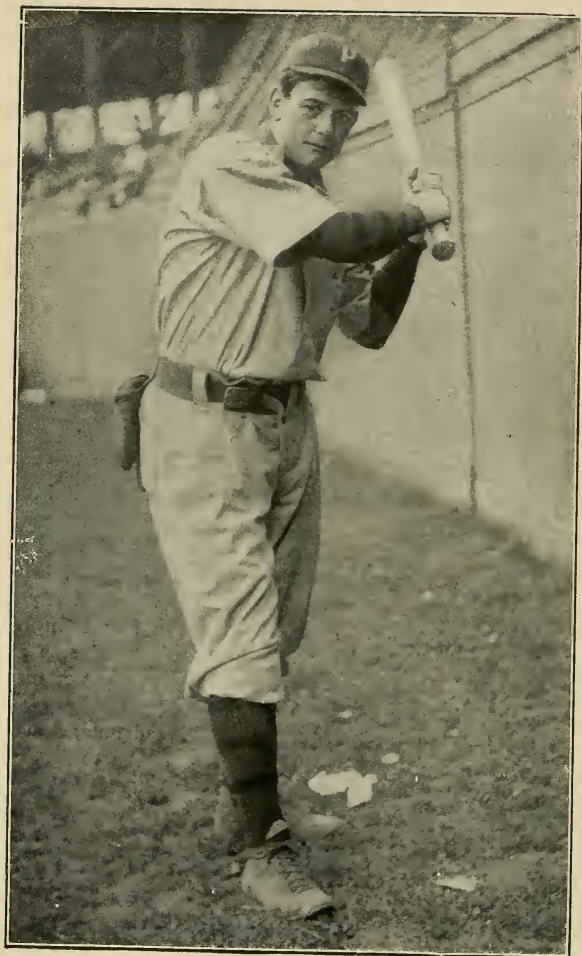
Many batters just toe the batters' line; that is, they get as close to the plate as the rule will allow. At times this is a good trick, for it makes it difficult for the pitcher to get the ball out of the way of the bat.

Billy Hamilton, of the Bostons, is the only player I ever saw who stands almost three feet away from the plate. He is an exception to the rule, yet one of the best hitters.

I have always found it policy to so place myself at the plate that my eyes are over the side corner. This makes it necessary for me to lean back and over. Being a left hander, I place my left hand over the right when grasping the bat. This is reversed for right-handers. Take a firm hold on the bat and leave the foot facing the pitcher barely touch the ground, so that you can step forward as you hit. Be sure to have a free swing of the arms. When you have this and take the forward step as you swing you will get many a hit, **even** when you do not meet the ball squarely on the nostril.

That the left handed batsman has a big advantage over the right handed man when it comes to getting down to first base is plainly shown in the accompanying illustrations. His swing throws him directly into his stride, and he is running as soon as the bat meets the ball. The right handed man, when he swings, throws himself out of his stride, must recover and then start. Furthermore, the left hander is always nearer first base than the right hander, and in a close shave every inch counts.

Though bunting has been one of the features of the game for many years, it seems strange that there are so few players expert



CLARENCE BEAUMONT

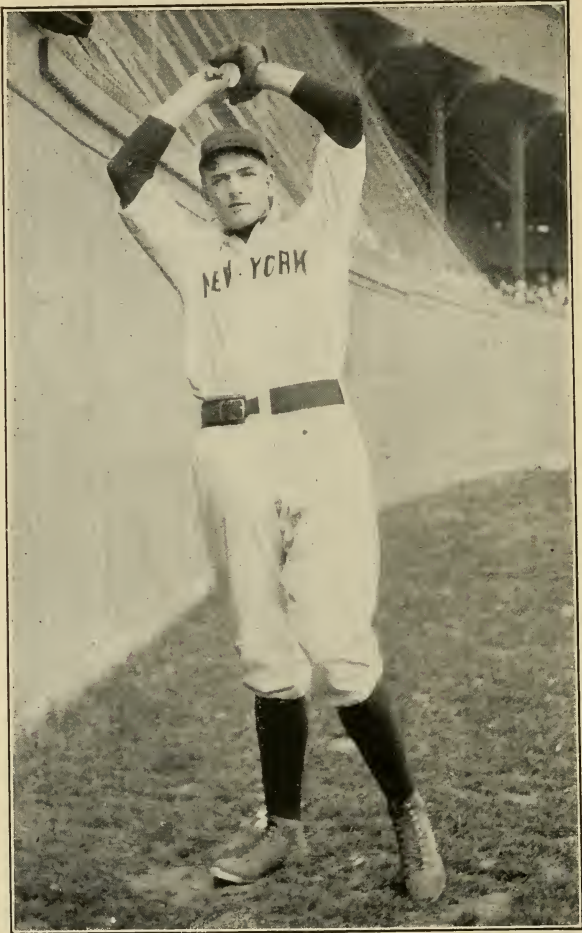
The heavy hitting centre fielder of the Pittsburgs, who was among the first ten batsmen in 1905.

at the art of laying the ball down. The bat should not be held firmly, and the ball should be allowed to hit it.

The most essential thing to watch when desiring to bunt is that the ball be over the plate. Don't go after it unless it is waist high, until you are forced to. Trying to bunt wild pitches is a failing which many players have and they are the ones who never learn to bunt. When a pitcher expects a bunt he keeps the ball high, for it is almost impossible to bunt a high ball. When it comes to bunting, the left handed batsman has so much the better of the right hander that it is seldom, indeed, that a right handed man beats out a bunt. The left hander can place his bat against the ball and be away from the plate before it has hit the ground. The right hander can hardly do this without making a failure of his efforts to bunt.

It is not a bit harder to hit a curved ball than a straight one, if you know it is coming. The pitcher always tries to deliver just what the batsman does not expect. Some batsmen are good at guessing. A batter should study the pitcher always. By keeping his eye well peeled he can often detect a curve just as it breaks in its course and in plenty of time to land on it.

Batting requires lots of practice. Confidence is half the battle.



CHRISTY MATTHEWSON

The famous pitcher of the New York Nationals.

How to Run the Bases

John Doyle, better known as "Jack" Doyle, gives the following advice to base-runners:

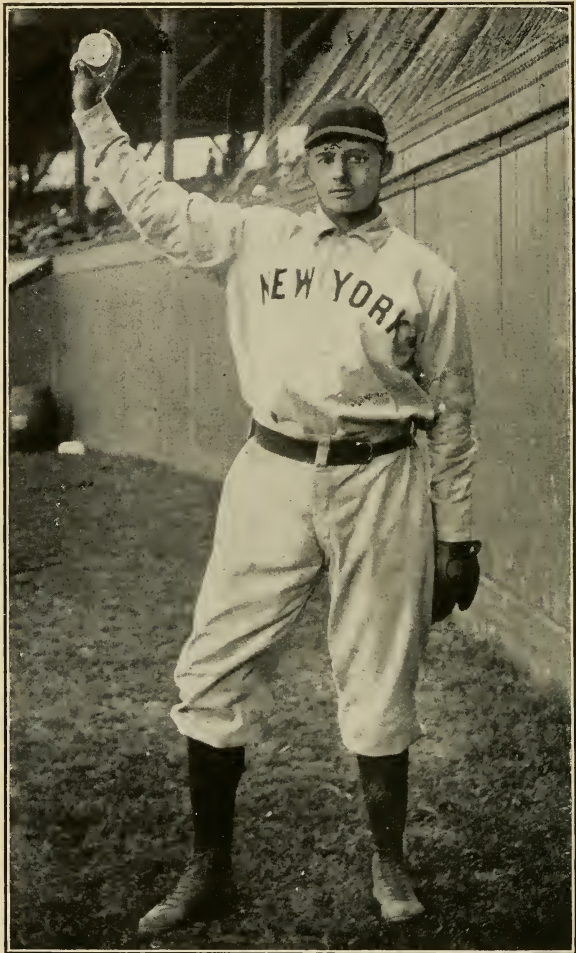
BY "JACK" DOYLE

"A good base-runner is dreaded more than a good batsman when the bases are clear and the score close. When a player is both a batter and base-runner he is indeed a most valuable asset for a ball team.

"It is not the player who has the greatest number of stolen bases to his credit that is the most valuable man to a ball team; but rather the player who has the largest percentage of successful steals out of the chances taken.

"In looking for a great number of stolen bases there have been cases where the player has taken chances where he had little to gain and the chances ten to one against him. The clever base-runner is the man who will take long chances when the occasion requires it, and a steal may result in a victory. With two out and a man at second, for example, the runner should never attempt to steal third base, unless in rare cases where a pitcher is wild and the catcher likely to have a passed ball, and even then the runner should be sure of a fine lead. The first move in base-running is leaving for first base. Never make the mistake of taking for granted that you are out simply because the ball was not hit safely; in fact, you should run with more determination and to a finish when the ball is hit to the infield, for in this case the ball must be picked up, thrown accurately, and held by the baseman with one foot on the base, and a fielder is more apt to make a mistake when hurried by a fast man to first.

"In over-running first base it is well to note where the ball is.



THE "IRON MAN," MCGINNITY

Of the New York Nationals, who performed the feat three times in 1903 of pitching two games in one day and winning them all.

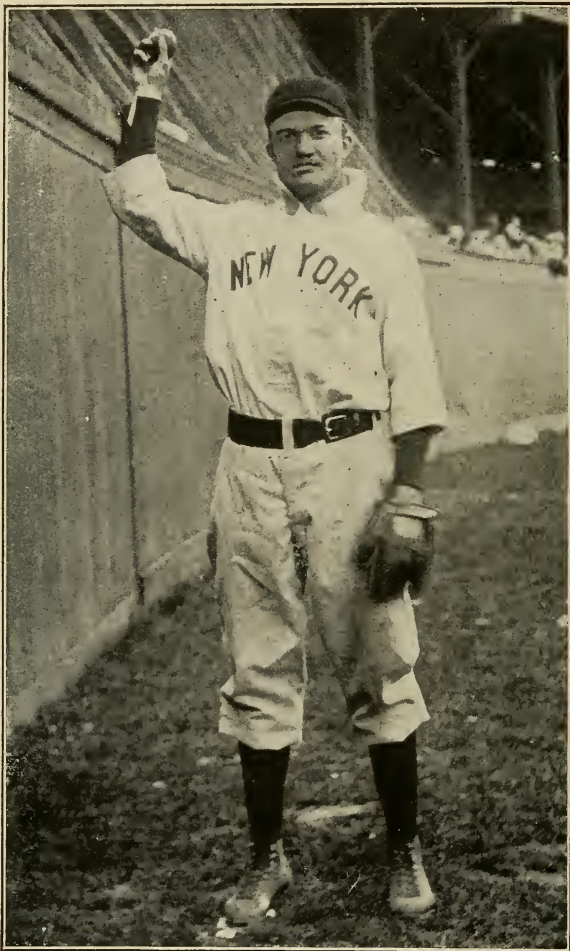
On a fly ball to the outfield you should turn short, as in the case of a muff, you can keep on to second, and a good start means everything, as it hurries the throw from the outfield. If possible cut the bases from the inside when trying to run out a long drive for more than one base.

"Getting a start for second base is perhaps the most important thing for a base-runner to learn next to sliding. A player taking a lead off first base should ever be firmly set and ready to go either way. If you take too much ground the pitcher will pay you particular attention and hold you down five times out of six; therefore, a safe distance away is the best and by calling the turn you get the start, and everything is in the start, as in sprint running.

"Keep well back of the line and return wide of the baseman at first. After you once get away never look back to see the ball but judge from the action of the player about to cover the base. When the ball is thrown high go in feet first on the inside of the base. When noting the fielder reaching forward to take the ball, slide outside on the breast, unless so sure of your base that you can afford to keep your feet and catch the bag with your hand. By practice one can keep wide and reach the base. Never take it for granted that the ball is in the hands of the fielder and that you cannot make another base on the play. If a wild throw or a muffed ball, you are in a position to keep on to third base if you are on the alert. In taking a fair chance for third the ball may be thrown wild and a run is very often the result.

"Coaching amounts to little or nothing to a base-runner outside of third base. Here he should keep an eye on the coacher when coming from second base when the ball is back of him, either as a hit or wild throw. By a move of the hand the coacher can hold the runner, or by waving the hand as a signal to keep on make a short turn and keep on for home, never losing an inch of ground by turning to look after the ball.

"In turning third base under a full head of steam the runner can be assisted materially by a gentle blocking by the coacher, who is standing a few feet back of the base well to the home



LUTHER TAYLOR

The deaf mute pitcher of the New York Nationals.

base side. This is especially true of heavy men who take a wide turn and are not particularly sure on their feet.

“When working the hit-and-run game, or about to make a steal from second to third, it is well to have signs and work together. If a clever man is at the bat a base-runner has the advantage by knowing what the batter is after; in fact, a base-runner can often help out the batsman by his movements. This, however, is what is known as heady ball and the most difficult thing in the world to teach by theory and usually a very hard proposition to overcome with the major league players.

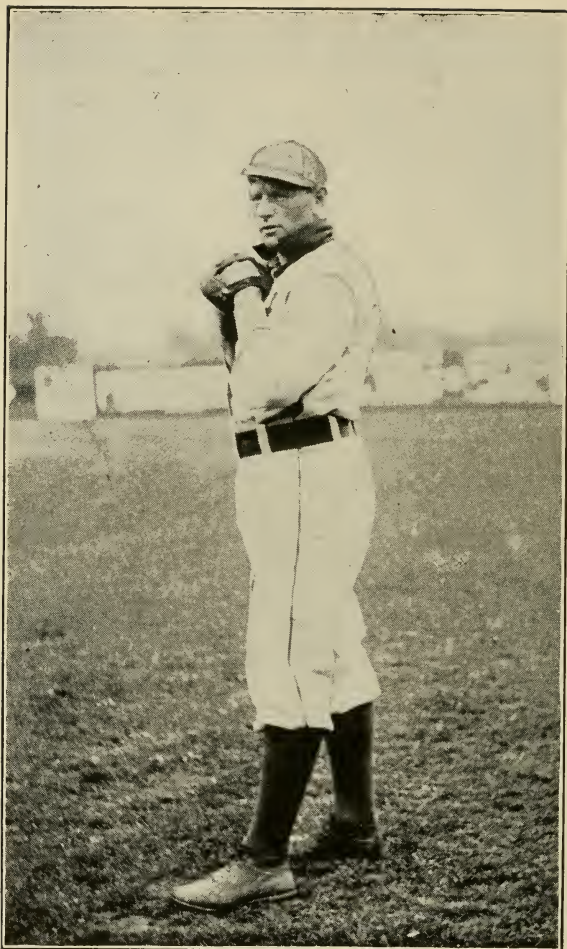
“A good base-runner in a team will often get the whole crowd on edge and it is remarkable what even slow runners can do in this line when working together, for nothing upsets an opponent any more than men taking chances on the bases when the score is close. When your team is well in the lead it is then time to play them safe, and cut out the base-running.

“The essentials for a good base-runner are first: a good start; second, courage in sliding feet first or head first, as the occasion requires; third, keeping wide awake to every opening and being sure of your ground before you take a chance.”



BY FRANK L. CHANCE

In the consideration of base stealing the subject naturally divides itself into three distinct parts—the start from the bag, the speed on the base lines and the slide at the end. While speed is a natural gift, a player may be taught much about getting a start and sliding. In fact, I think the tendency in many clubs is to neglect the practice in this most important department of the game. With a runner leading off a base the coacher's cry of “You watch his arm and I'll watch the baseman” is familiar to most patrons of base ball. This is in almost direct opposition to the plan I pursue in getting away from a base. I almost neglect the baseman, and instead of watching the pitcher's hands or arms to see when he is going to throw, I watch his feet. After you

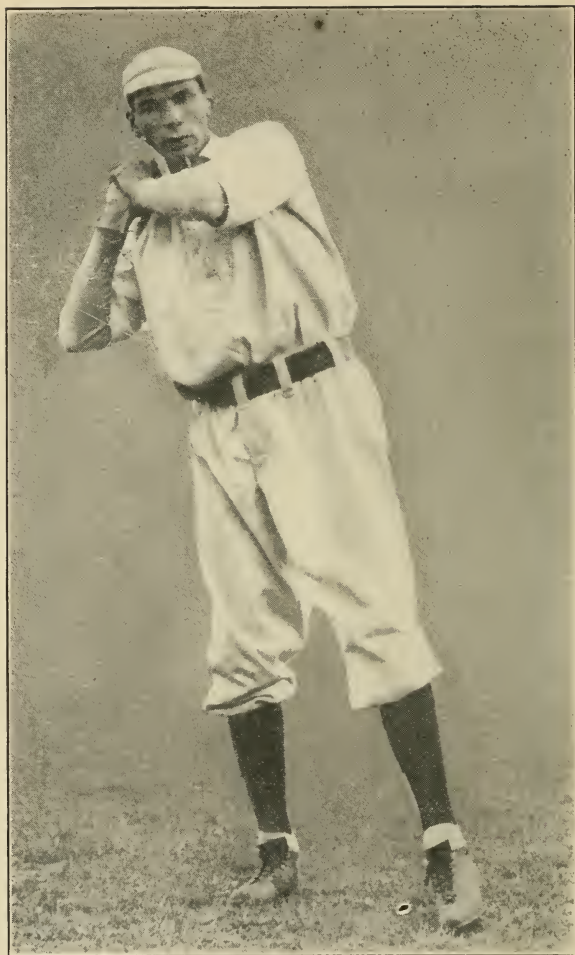


CHESBRO (NEW YORK AMERICAN), KING OF HIS
LEAGUE.

have watched the delivery of a pitcher a few times you can tell from the movement of his feet when he is going to deliver the ball to the batter, and thus get a good start. This is half of base stealing, for bases are generally stolen on the pitchers and not on the catchers. If I am not familiar with a pitcher's delivery, I wait a little while for his foot movements before attempting to steal many bases.

Dismissing the subject of speed, which is not an acquired art, the method of sliding comes next. Two slides are practiced by base-runners, the dive with head and hands first to the bag, and the twist of the body, by which the feet are thrown to the bag. I use both systems, according to the position of the opposing baseman in covering the bag. If he stands behind the bag prepared to touch me as I come in, I dive and slide with hands outstretched, for there is small danger of injury and the hands offer a small area for him to touch. On the other hand, if the baseman receives the throw or takes his position in front of the bag, I throw my body with a twist toward the bag, feet foremost. You thus have an opportunity to throw the body out of his reach and get in behind him, and again there is less danger of injury. If you attempt a head foremost slide with the baseman in front of the bag, he is likely to block you or tag you hard on the head with the ball, putting you out of the game. Even if he has no intention of hurting you, he is making the play hurriedly and has no time to choose a hard spot to tag. With your feet going toward the bag, he is likely to respect your spikes, and not attempt to block you, and again he may altogether miss touching you.

I do not believe in taking a big lead and then dancing along the base lines, tempting the pitcher and catcher to throws. Of course a runner must have a certain lead, but if he gets too far, he is off balance instead of ready to run when the ball is delivered. I think a runner is more successful when he takes a fair lead, runs up with the pitcher's motions and then runs back on the catch. Thus he is in motion forward when the ball goes to the batsman, and can race on if a hit is made. If he has already



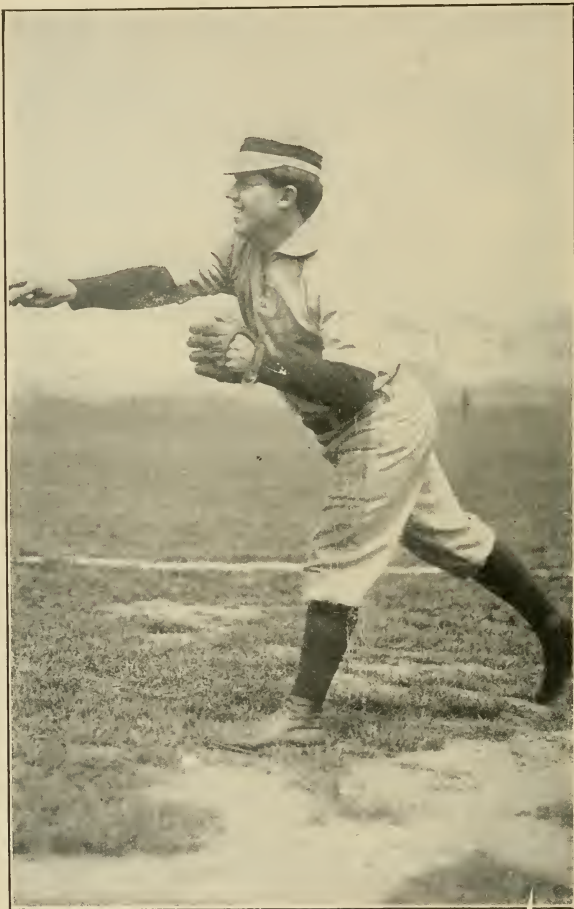
CHARLES A. BENDER, THE NOTED INDIAN PITCHER
OF THE PHILADELPHIA ATHLETICS.

decided to make an attempted steal, of course he starts as soon as the pitcher begins his delivery, for then any hesitation on the pitcher's part means a balk. The advisability of drawing throws is sometimes made plain with a man on second or third, but depends on the conditions of the game. The only place where I make a practice of trying to draw a throw from the catcher is at third base. There I take a good lead and return on the inside of the line between the catcher and the baseman. Then there is a chance to let the ball hit you on the shoulder, where it does not hurt much, and break for the plate as the baseman chases for the ball. His chances for muffing the throw also are greater when you are between him and the plate.

The natural base to steal is second, for from the middle cushion it is possible to score on a single. It is much harder to steal third and the advantage is not much greater except on a long outfield fly with one out or a difficult infield chance. When two men are out it is a good time to take a chance on stealing second, for, if you are on first, it will take two singles to carry you home, while if you gain second one hit is likely to do it. With a man on first and none out the natural play is a sacrifice, especially if the score is at all close. With one out the batsman should generally steal, but, of course, these situations are generally governed by the progress of the game and the score.

The time to take chances on the bases is when your team is ahead. Then use all your daring and keep the lead. But if a team is three or four runs behind, the advisability of attempting to steal bases recklessly is questionable, for it generally takes a batting rally to win out at such a stage, and a runner may stop an incipient rally by getting put out on attempted steals. As a general rule, too, the club in the lead is playing better ball and more likely to cut off any stolen bases. The losing team, on the other hand, is more likely to go to pieces and thus reward daring work.

In base-running, especially in stealing second, there is much in the batter and base-runner working together. There is usually a signal from the base-runner to the batter, or vice versa, when a



FRED PARENT

Phenomenal Shortstop of the Boston Americans. Making a throw to first base.

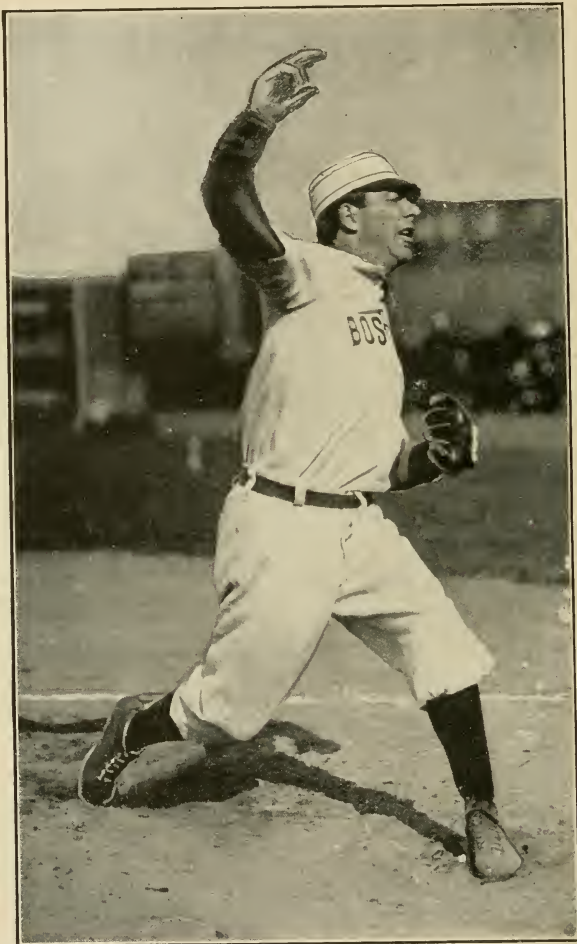
base is about to be stolen. When a signal is once given the runner should generally go down on the next ball pitched. In such a case the batter will attempt a hit if the ball is near enough, although he does not necessarily strike at it, for with the increased control of pitchers the practice of pitching wide to the batsmen to hold the runners closer to their bases is now common. The best pitchers will often waste two and even three balls on a batter to give the catcher a better chance to make the throw if the runner attempts a steal. Then the pitcher will put the ball over. While the runner and batsman both know that the ball is likely to be hit, the catchers and fielders also are alert for the play, and will try for a double play on an infield hit. If the batsman is in the hole—that is, with two strikes and no balls, two strikes and one ball, or even two strikes and two balls—the base-runner should take more chances just to diminish the possibility of this same double play. All these general statements are varied in a measure by the situation, but they serve to show the practice of base-running as played in the National League. In the strategy of these plays the question of speed comes up. There is danger in coaching a slow runner to take chances which might be comparatively easy for a faster man, and it is in these situations that judgment must be used.



ADVICE TO BASE RUNNERS

By J. E. SULLIVAN, Secretary of the Amateur Athletic Union.

Those who are close followers of base ball and have watched its progress and improvement are very ready to admit that the majority of ball players do not improve as base-runners, and after watching the game year in and year out I am convinced that not enough of attention is paid to that end of the game. To be sure, some players are natural runners, are built or it, and as a result have gained the reputation of being fast men. But the average player seems to take no interest whatever in developing his speed. At the ball park previous to a game you will see the players practising—the pitcher warming up, the



CHARLEY PITTINGER
Getting his famous drop ball.

catcher throwing to the bases, the batter lining them out, the fielder returning the ball to the home plate—but to my recollection I have never had the pleasure of seeing three or four of the boys get on the mark and practice at running the distance from one base to another—30 yards, which is, to my way of thinking, where the mistake is made, and the captain that wants to get a good fast team will get his players out and practice them a little at sprinting and particularly at starting.

There has been, I know, some objection to training ball players by running them. Running, walking and gymnasium work will fit a player for the season, and it certainly should be no hardship on any player who is only called upon to play ball for a few hours each day to learn how to sprint. The argument has been made to me by a ball player that if the average ball player was to be trained like a sprinter or a distance runner it would tire him out, that he would become a physical wreck and incapacitated for other work. Such argument is pure nonsense. If there is one man on a team that should not be called upon to sprint a great deal, that man would be the pitcher; for, from a physical standpoint, he is worked harder than any other man on the field, and the strain is greater, and it is only natural that club captains who have a good pitcher should nurse him all they can. On the other hand, it must be admitted that there are many ball players on the field to-day who are physically unable to play, and are holding their positions to a certain extent on their old time reputation. There is no necessity nor reason for a ball player being fat, flabby and out of condition and being unable to run around the bases, and in the spring of the year if the captain of the club would insist that each day the members of the team devote ten or fifteen minutes to base-running by hitting the ball and running it out to first it would develop base-running. There is no necessity of a ball player being a Duffey, a Wefers, or a Kraenzlein, but there is not a man playing ball to-day that could not be taken in hand by a professional trainer like Mike Murphy of Yale and made into a good base-runner. This would apply to the man who weighs 200 pounds, as well as the man who

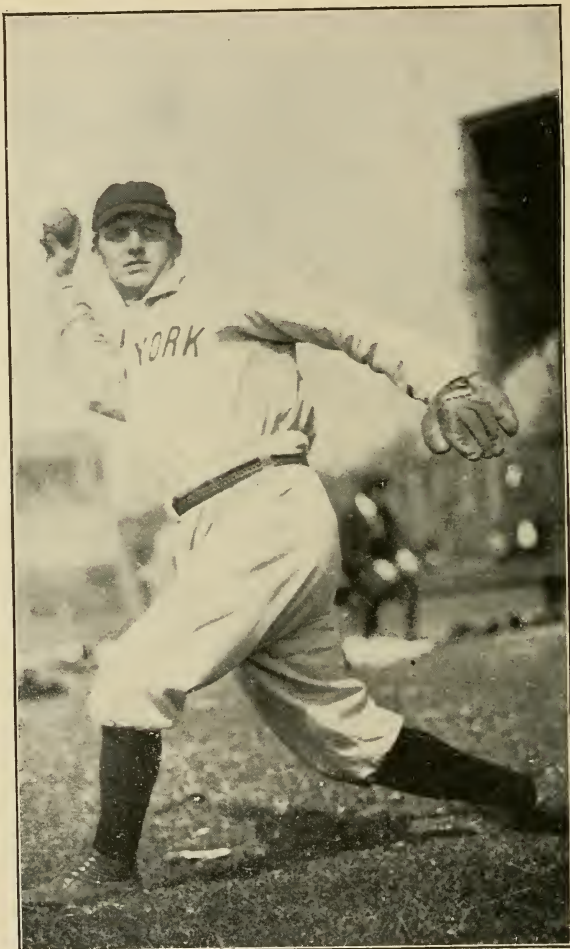


CY YOUNG

First—Showing his position as the ball leaves his hand for a fast raise. Second—Showing his position while sending up an out-curve. Natural and graceful positions.

weighs 125, or some of the fast sprinters in the world have been large, heavy men. If the players were educated to get on their toes, get set and move with the same eye that they use in hitting the ball, there would be a revolution in base-running, and it is sure to come some day. It strikes me that this is the particular department of the game that has been neglected. How often do we see a batsman go to the plate, dig his heels into the ground as though he was going to become a statue there, and when he hits the ball, if he has an idea the hit is not a good one, he will look at the ball, jog about twenty feet, and then stop, often to be greeted by a roar of laughter from the grand stand if he is on the visiting team, or hisses if on the home team, when his little pop fly has not been caught, but handled in time to put him out when he would otherwise have been safe had he continued running at top speed. If that player was drilled to thoroughly understand that when he hits the ball, no matter what happens, he is to sprint right for first base and take his chances, there would be more games won. Many players are guilty of this practice, and captains should discourage it, if necessary by a strong fine and suspension.

When on the bases the player should be taught to get on his toes ready to start quickly and not stand as though riveted to the ground. It is not necessary for a ball player to take too much ground in order to steal a base, he can be careful at the same time. But the ball player that has developed a good set of sprinting muscles can stand on his toes and will always be ready to start in an intelligent way the minute the opportunity comes to him to steal a base. An active man, a man lively on his feet, will also annoy the pitcher, because the pitcher will know that he is a fast man, trained in the art of sprinting, and he won't waste strength and time trying to nail him at first. Everyone who has ever attended ball games has seen some big lumbering fellow leave first to steal second and be easily put out, to the great disgust of the "rooters." Now that big man, unless he has entirely neglected himself in so far as his health is concerned, can be immeasurably improved. Of course, if he is a man that is ad-



"IRON MAN" MCGINNITY
Of the New York Nationals.

dicted to dissipation he will hardly like to stand the strain to take a little training in the sprinting line, but a man that wants to make a record as a base-runner and hold his own up in fast company must be in pretty good physical condition to run the bases, and it is about time that captains of a ball team realize that in order to have a good lively game that the men should be trained and trained properly. I would suggest that if a captain cannot secure the services of a professional trainer he take them in hand himself and in the spring of the year insist that every man on that team practice sprinting for a short while each day. It won't be as hard on the ball player as it would be on the man who never did any running; therefore, there should be a series of races—scratch and handicap—among the members of the team, and the man on that particular team that is noted as the fastest sprinter and a good base-runner should be appointed as coach in that particular line with absolute power over the men to insist that a certain amount of base-running be done every day prior to the practice games. If the players will do a light amount of running at the start, say a couple of hundred yards the first two or three days they are out, at moderate speed, and then increase the speed as the muscles become accustomed to the work, after three or four weeks a player will find that he will be in good condition to make a home run and reach the home plate without dropping in a faint.

To any man who has followed athletics it is ridiculous to see many of the acts of our ball players. A good batter will make a long hit, good or a home run, and when he does reach the home plate he is in such a dilapidated condition physically that he is hardly able to go to the bench. That should not be so. A ball player that is paid a fancy salary or playing ball for a couple of hours each day should think enough of his physical condition to perfect himself in every department and the player that can't go around the bases two or three times during a game, with a rest of twenty minutes between, is certainly not an athlete—and the all around ball player should be an athlete.



"CY" YOUNG (BOSTON AMERICAN) PITCHING AN OUT-CURVE.

How to Become a Good Pitcher

BY CY YOUNG

"Command of the ball is the first essential to success in pitching. A good, fast, overhand ball, kept high, is the one I depend on mostly when anxious to get an out.

"I take the ball with two forefingers and thumb for all styles of work, as it gives me the best control.

"Straight balls over the corners will often prove more effective than the widest curves. This style is of little use, however, unless the umpire is a good judge of corner work.

"When in good shape I use a jump ball considerably. It comes with extra speed, and if worked well into the batsman is perhaps the most difficult ball to hit safe.

"The ball should be kept high when the batsman is out for a sacrifice, and a clever slow ball with a change of pace is very effective when you want to see the batsman send up a weak fly. The underhand ball with a raise I use but very little, as it has a tendency to lame the arm and must be curved as well as raised to be effective.

"Many pitchers are effective until men get on bases, when they must shorten their swing. Therefore, a pitcher should have two distinct movements. In his preliminary swing, holding men close to the bases is one of the important features of the game.

"A pitcher should throw seldom to the bases unless with a fair chance of getting the man. Too much throwing will affect his command over the ball and lose the lines he has on the man at the bat.

"There is a vast difference in pitching to right and left handed batsmen, and I think the left hander the more annoying for a right hand pitcher. I work a left hand man with close curves about waist high, with a curve on the out corner of the plate. As most of the left handers are "choppers," they are ever ready



WILLIE KEELER,

Characteristic attitude of New York Americans' right fielder. By many he is considered to be the best outfielder playing base ball and in this photograph an excellent representation is given of the manner in which he steps into the ball when he bats.

for speed, and bothered more with curves and a change of pace.

"It is a very good plan to keep your batter in the hole, or at least not get where you must put every ball over the plate.

"In the everyday run of games, it is not a bad idea to remember that seven other men are behind you on the field, ready to handle the ball if it comes their way, and with plenty of room. I believe in putting the ball over the plate for hitting, trusting to the fielders, in this way saving your arm, for, after all, a pitcher amounts to but very little unless his pitching arm is strong.

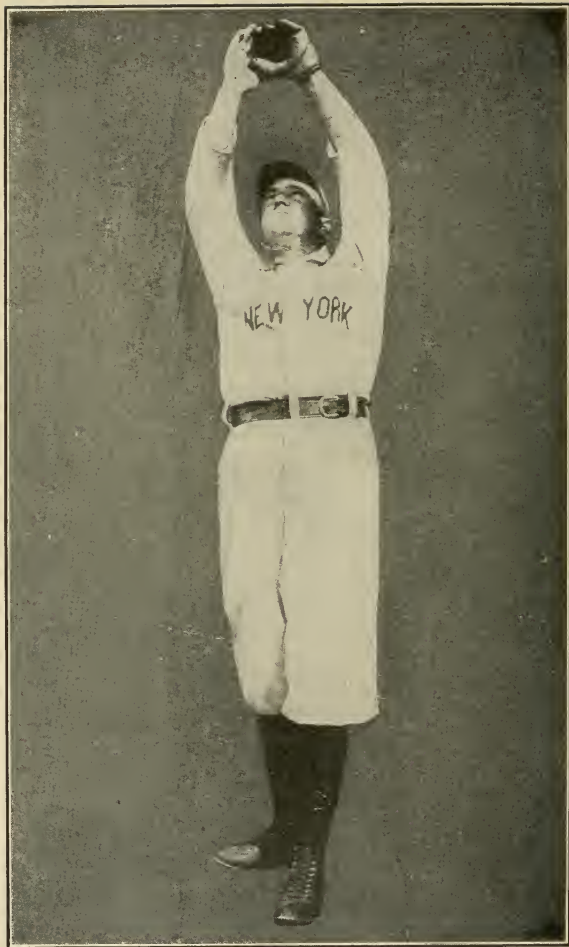
"Pitchers should practice getting back into position after delivering the ball to the bat, for nothing looks worse than to see a weak grounder go bounding through the box with the pitcher out of form, after losing his balance.

"I always size up my batter and, if a new man, try first to drive him away from the plate. If he refuses to pull away, I know that I have a cool, determined batsman, and the chances are, a good one. If I find a batter coming forward to meet the ball, I cut out the curves and work both high and low straight balls, being careful not to line one about waist high, and yet with a batsman anchored in one position a waist ball close in is a most difficult ball to meet square.

"The preliminary swing is everything to a pitcher. By putting your shoulder and back muscles into your delivery, you will save the arm and be able to keep up speed. A fast straight ball kept high, an out curve, a change of pace and the inshoot are all the balls I find use for, and I would advise pitchers to get perfect control of those four styles before using any other variety, for, as I said before, control is everything.

"The successful pitcher, too, is the one who can stand a bad deal from the umpire and not grow worried, and often lose control of the ball. Try and keep a cool head, for a game is never lost until the last man is out, and endeavor to keep your opponents' score down, with the hope that your own team may rally and win out after an uphill fight.

"I always start off the season with light work and get my arm into condition before taking any long chances with speed."



SELBACH

Shading the eyes from the sun while waiting for a fly ball.

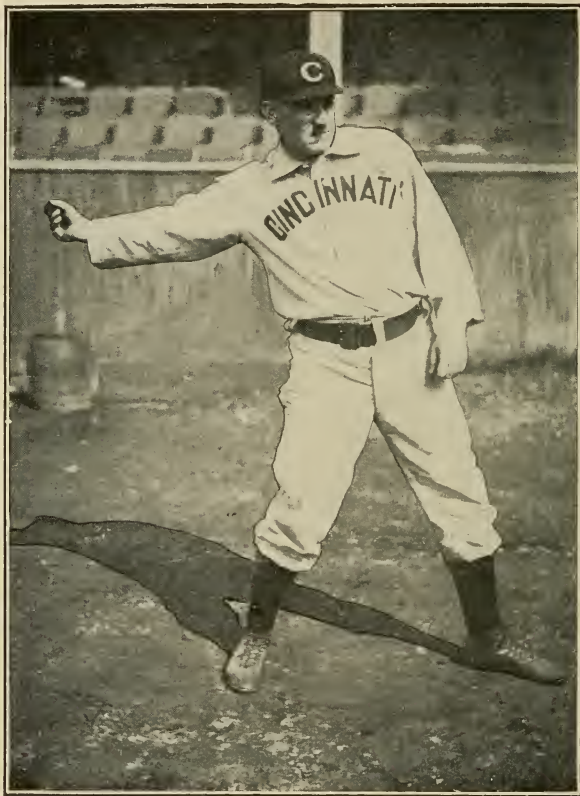
BY "RUBE" WADDELL

Knowledge of batsmen's weaknesses is one of the first things a pitcher ought to have. Just this knowledge keeps many old-timers in the game after their pitching arms are not nearly so good as those of younger men. When I first began to pitch in the National League, or Louisville in 1897, I started a journal and jotted down the kind of balls which the different batters found most difficult. Then before I pitched I looked into this book and refreshed my memory concerning the men I was to pitch against. I do this now on new players, but I have in my memory the failings of the old-timers.

When I face a batter new to me, of course I must try to find his weak point. I usually first shoot one in high and close, then one low and to the outer side of the plate. These give me a pretty good line on what kind of a ball he will try for and which one bothers him. I then go on to find the exact place where it is the most difficult for him to hit, and after that try to put them there constantly. I throw the ball fast and nearly straight to this weak point, putting in an occasional curve, so he will not get on to my tactics entirely. Of course, accuracy is necessary for this.

Left handed batters are usually considered less likely to hit a left handed pitcher. I suppose this is largely because successful left handed pitching is less common than right, but I think there is another reason. The most effective ball against a left handed batter is one close to him and high. To throw this a right handed pitcher is likely to use an out curve, which is much easier to throw and broader than an inshoot. Thus the batter with the ball coming to him has time to step back and swing. With us left handers our out curve is away from a left handed batter. Thus the left handed batter is driven away from the plate to escape being hit, and is in a poor position to swing with the ball going away from him. I seldom try much of a curve myself on left handers, however, depending on a high straight ball close to the corner of the plate nearest the batter.

I have often been asked why "south paws" are more erratic and more likely to have bad innings and bad days than right



RUSIE

In position for a sweeping out curve with a slow ball.

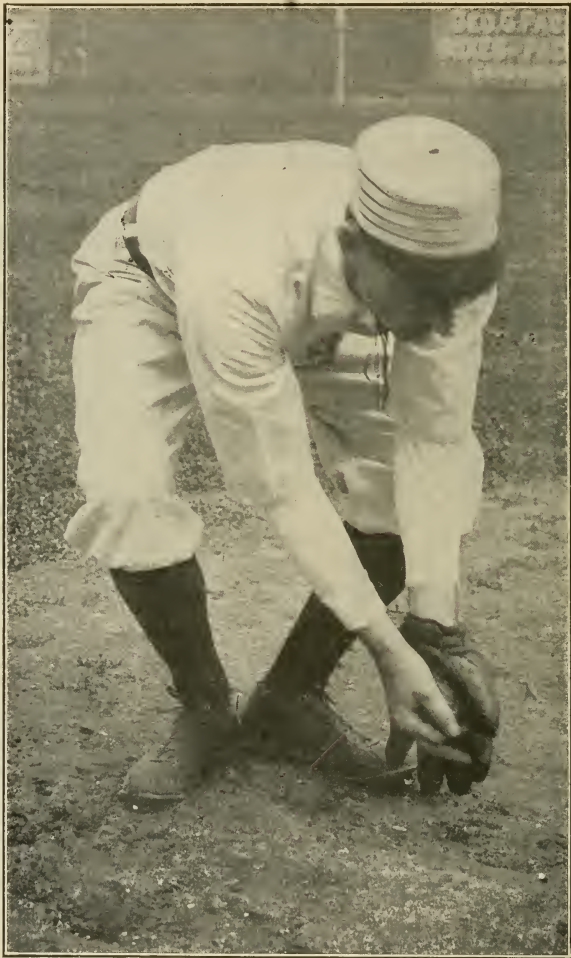
handers. I don't know, but it is a fact as well that left handers do not last as long in the business as right handed pitchers. I hold to the theory, often advanced, that it is because the left arm is nearest the heart and the muscles of the heart are thus subjected to strain. Often after a game all the muscles in the breast and near my heart have been sore, although I have never felt any trouble with my heart itself. While left handers are more likely to be wild than right handers, when they are effective they usually hold the opposing team down to a few hits. Now, I have been so wild that I have had to be taken out of the box at times, and again it has seemed as if every ball I pitched the opposing team could hit, yet I hold the strike-out record of the National League in recent years. I made this against Chicago while playing with Louisville in 1899. Fourteen of Burns' men fanned in that game, and the papers all thought I was a great fellow. Then when you lose you are a "dub." That's base ball.

I got my nickname of "Rube" in Franklin, Pa., in 1896, the first year I played professional ball. I had pitched a morning game at Oil City and shut the team out 8 to 0. In the afternoon both teams returned to Franklin for another game. The man intending to pitch for us got drunk, so I went in again. In the second inning, with the score 2 to 0 against us, a line ball hit me in the forehead and knocked me unconscious for about five minutes. I was sore and insisted on pitching out the game. We beat them 16 to 2, and they did not get another man to first base, while I made two home runs, two double-baggers and a single. That night the manager of the Oil City met me on the street and said: "You're a regular robber; no one but a 'rube' could recover from an accident like that and finish the game. That fastened the nickname to me and it has stuck.



BY BERT CUNNINGHAM

Study to control your ball. Some of the greatest pitchers in the business have not as good curves as the less successful men, but they have what others lack, control of the ball. The man



HERMAN LONG

Snapping up a fast grounder passing a little to one side. Note how the heels are close to prevent the ball from passing through. Good form.

who can put the ball just where he wants it and knows that he can do this is the successful pitcher, provided, of course, he has a reasonable amount of skill to combine with control.

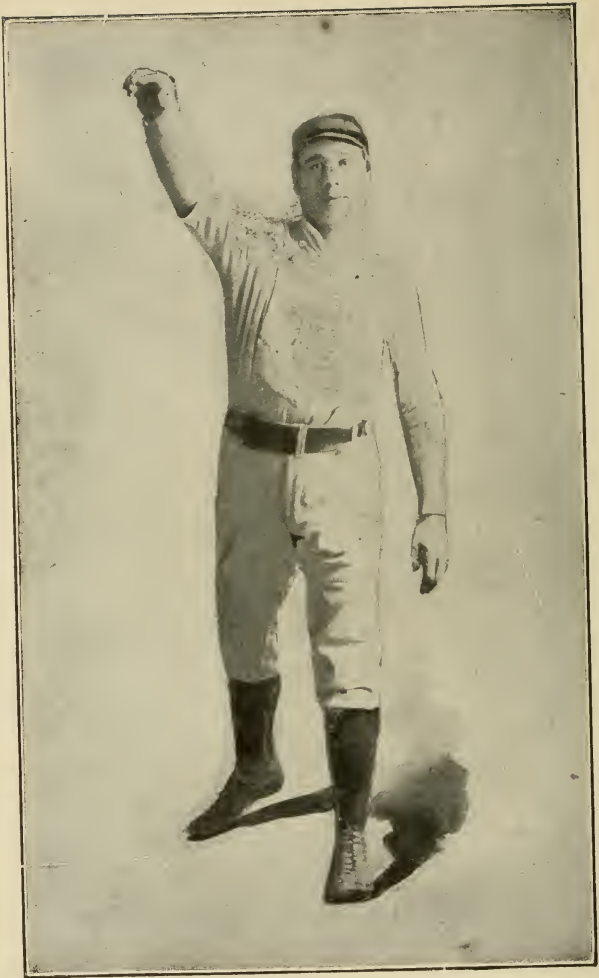
Don't make the mistake of throwing too many curves. The pitcher who can get along with the least use of curves is likely to be successful and last longer, for the throwing of curves is hard on the arm. "Save your arm if you want to stay in the business" is a good motto.

Study the batter. Without knowing him you are at sea and must try him out to learn his weak points. To be successful in fast company a pitcher must learn to field his position and he must learn to bat. Many times a pitcher, when his infield is in the air can save his own game by fielding. A good fielding pitcher has less to contend with than one who cannot field, inasmuch as bunting will not be attempted against him. Practice the fielding of bunts continuously.

In pitching, the out curve is usually the most successful, even though considered old fashioned by some. The out curve is produced usually by grasping the ball with the first two fingers and the thumb, with the back of the hand turned downward. The fingers are pressed firmly against the ball, which is gripped tight. The out curve may be either slow or fast, and many pitchers who depend almost entirely upon change of pace to win use the slow and fast out curve as their chief stock in trade.

The slow curve is pitched with a full arm swing, gripping the ball tightly with the fingers the moment it leaves the hand. The fast curve is pitched usually by jerking the arm at the moment of releasing hold on the ball. This curve was used most successfully by Hughes, Corbett and pitchers of that class, many of whom ruined their arms by pitching it because of the strain of the jerk. Amos Rusie used this same ball without injuring his arm. He had a little short arm motion that avoided the jerk.

The ball for the drop curve is held in identically the same position, except that the back of the hand is held directly down, the arm being brought straight over the shoulder at the moment of delivering the ball.



JIMMY COLLINS

Making a long throw from back of third base to first. Starting the ball high to make it carry.

The in curve is pitched with a side arm motion, the ball being released over the tips of the first two fingers, the arm being swept around with a lateral motion. Some pitchers pitch an in curve grasping the ball with all four fingers and permitting it to slip over the tips. Garvin has a peculiar variation, turning his hand almost completely over and letting the ball slip between his fingers, they being long enough to permit it.

The raise ball, which usually does not raise, but maintains its height instead of dropping, is pitched directly off the tips of the fingers with the hand held palm downward. As a matter of fact, the ball is held almost exactly alike in each case, the curve being decided by the sweep of the arm, a jerk of the wrist, and so on.

In these days, when everybody has the art of curving balls, the successful pitchers depend to a great extent on a change of pace. The alternating of slow and fast balls, with a few curves between, does more to throw batters off their guard and off their balance than any curve. The object of most successful pitchers is to make the batter hit a ball he does not want to hit.

The slow ball is pitched by gripping the ball well back in the hand and giving it an extra lingering grip as it leaves the hand. This causes the ball to rotate rapidly, and the friction of the air against the ball impedes its flight. It is pitched with the same motion as is a fast ball, and the batter, being ready for a fast ball, is off his balance and usually hits a pop-up fly.

To sum up, what is needed to make a successful pitcher is brains, coolness, knowledge of human nature and some ability as a mechanical pitcher. Remember when you are feeling nervous that the batter is probably yet more nervous.



MATTHEWSON'S MOTION

Matthewson, as he delivers the ball to the batter, moves his right arm slowly upward, stretching it at full length above his head, and at the same time bending backward from the hips. As



KENNEDY

Showing his position just as a slow ball leaves for the batsman, while working a change of pace. Known as head-work. Grand style.

he gets his arm into the proper position to send the ball to the plate he throws his body forward with it, and while there is necessarily a little snap to rid the hand of the ball, the arm motion is so much embodied in the body motion that it is a great saving in muscular exertion to the arm, and for that reason Matthewson should not lose his effectiveness within at least two years of the ordinary time it takes a pitcher to pass through all stages of his career in the national game.

There are pitchers who use a modified body swing which aids them to some extent, but they have not acquired the ability to let body and arm work in unison when the ball leaves the hand. Try it some time and see how difficult it is to get the poise just right, control the ball perfectly and throw all the speed into the effort that you desire.

Some right hand and some left hand pitchers go so far in the body movement that they throw all their weight on one foot and whirl almost half around before they permit the ball to leave their hand. Occasionally Matthewson does it, but as a rule not. He has in mind where the ball is going. Of course he may make a wild pitch or he may hit a batter. Nothing but a machine could invariably send the ball to an accurate mark, but it is safe to say that he knows approximately the height at which the ball will cross the plate and how close to the plate it will come. Nothing more is needed to confirm this than the fact that he so seldom sends a man to first base with a present.



ON CURVE PITCHING

Cy Young says: "The out curve is the first thing to interest a young ball player. To get it, hold the ball tightly between the two first fingers and thumb, swing the arm well out, and with a quick snap of the wrist, with the palm of the hand turned down, it will be but a short time until you have the curve. Be sure and first practice by sending the ball against the wind, as the resistance will help you to make the ball curve."



This photograph is an excellent one, showing how the batter should step "into" the ball. Captain Chance, of the Chicago Nationals, is batting and is just at the point of bringing his club around. Roth, of the Philadelphia's, is catching and Carpenter umpiring.

James J. Callahan says: "I get the out curve by holding the ball tightly between the two first fingers and thumb, and by a sweeping side arm delivery, and a snap of the wrist, like when snapping a whip, letting the ball slide over the top of the index finger."

Frank Donahue says: "To get the out curve, hold the ball tightly between the two first fingers and thumb, and swing the arm well out, snapping the wrist to make the ball spin as much as possible while turning the palm down."

Vic Willis says: "The drop ball is the most trying one on the arm. I hold the ball between the two first fingers and thumb, and start the ball from as high a position as I can get, letting the ball slip off the index finger, while turning the palm of the hand down. By a double motion or snap of the elbow and wrist, I get the combination of drop and curve together."

William Dineen says: "The drop out curve I find the most effective ball against right handed batsmen; I hold the ball the same for every ball I pitch, but allow the drop ball to leave from the top of the second finger after bringing the hand down from the highest position I can get in a long swing and, by an extra move to effect the curve, get the drop curve, which I think is the most trying ball a pitcher can deliver. The drop, itself, is not so difficult, but the combination of drop curve requires a long reach and the gift of being competent to work all the curves and shoots."

Cy Young says: "The jump ball can be produced only by great speed. The ball is thrown with a full arm swing right from the shoulder, and out from under the fingers, which are straightened out as the ball leaves for the bat. The idea is to get a jump on the ball just as it comes to the plate, nearly shoulder high."

Charley Nichols says: "It takes great speed to get a jump on a ball. It must be thrown perfectly straight with an overhand swing, allowing the ball to slip out from under the fingers as if



FRED TENNEY,

Who is a left-hand thrower but equally expert with both hands, in catching throws at first. He is a wonderful ground coverer.

they were greased, I have found the real jump ball the most effective against both right and left handed batsmen."

The raise ball is purely a curve and first introduced by Robert Mathews over 30 years ago. Rhines and McGinnity later on did phenomenal work with a natural raise. The raise ball is produced," says Rhines, "by snapping the wrist as in a curve, keeping the arm close to the side, stepping well in and turning the palm of the hand up."

"The inshoot is the ordinary straight ball thrown with speed," says Jimmie Callahan, "allowing the ball to go from under the fingers, as in a jump ball, with plenty of speed."

The late Charles Radbourn said: "I get the inshoot by holding the ball in the palm of the hand and letting it go over the first finger, while keeping the elbow close to the side, and a turning up the palm of the hand."

Some pitchers will put their fingers across the seam of the ball while others are particular to rub a place smooth for the fingers on the widest spot between the seams.

All pitchers should wear a glove, as it helps to hide the ball from the batter and protects the hands from hard drives from the bat as well as reckless throwing from the catcher.

"I find it an excellent thing," says Cy Young, "for a pitcher to get out every day in uniform, and take a little exercise. It helps his wind and keeps him in condition for better work in the box."



JENNINGS

With hands outstretched as a target for the fielders when throwing to first base. A great help to poor throwers.

How to Become a Good Catcher

BY EDDIE PHELPS

To be a successful catcher requires, in my opinion, greater ability than any other position on the base ball field. The catcher must be able to do the work of an infielder in handling bunts, of an outfielder in getting foul flies, and of a baseman in guarding the home plate. He must have as good a theoretic knowledge of pitching as the pitcher himself, and unless he works in absolute harmony with the latter, the best efforts of both are bound to result in failure. The catcher must combine with a wide range of fielding ability the same qualifications of thinking and acting quickly that are essential in other positions, and these and the other things mentioned are all in addition to the mere catching of the pitched balls which pass the batter, and an occasional throw to catch a base runner.

There is no particular physique specially adapted to catching. Successful work in every way behind the bat has been done by men of all heights and weights, but excessive weight naturally handicaps activity. The old idea that the backstop must be a mountain of flesh in order to take speedy deliveries without being carried off his feet was exploded long ago. He must have good general health, however, and a body strong enough to stand the severe shocks and hard knocks that go with the position. I have heard of ball players who cared nothing for the game, but the money it brought them. I think none of them was a catcher. By mid-season the catcher who is doing his share of work has the trademarks of a good many balls imprinted on his body and limbs from foul tips, besides the regular allotment of painfully damaged fingers. His skin, as a whole, might pass for a sample of the various shades of red, purple, black and blue, and each spot is as sore as a boil. Yet he is in the game day after day, but it is only through love of the sport and because his heart is in his work.



RUSIE'S REMARKABLE ARM,
That went through ten years of severe strain and was never lame.

One of the catcher's prime necessities is the ability to throw well. This ability must be natural, like those of thinking and acting quickly, and cannot be taught by anybody. Anson once said he could make a ball player of any man who could throw, but that the man who lacked that qualification would better stay out of the game. I think this applies specially to the catcher, though up to date managers have no use for "glass arm" men in any position. The catcher must be able to throw swiftly and accurately without waiting to steady himself after receiving the ball, with arms extended or body inclined. One of the things he should know is to place himself in position to throw before receiving the ball, but this cannot always be done. A wild pitch or an extra wide throw draws him out of position, and he must then use his agility to make up for the disadvantage. He cannot spare the time for a swing of the arm, but must snap the ball to the point it should go. This snap catches more base-runners in a season than the round arm swings.

The catcher should cultivate an easy reception of the ball, and not "fight" it, as the saying is. Until he can do this he is not likely to be of much real help to his pitcher or to be able to do his part in the execution of plays which depend on quickness for success. Many a play is unsuccessful only because somebody took too much time in doing his part.

The man behind the bat should make as thorough a study of opposing batsmen as the pitcher. He must know their weak points and judge from their position and attitude what ball is most likely to be successful against them. Frequently the lines of the batters' boxes and the foul lines close to the plate become obliterated, making it hard for the pitcher to see clearly how the batter is standing. Practically everything depends on the catcher at such times, and any failure to be watchful and careful almost invariably results in disaster. A pitcher's ineffectiveness is often the fault of his catcher and every pitcher's success is increased by the support of a good heady man behind the bat. It is for this reason that an experienced catcher is practically always put in with a young pitcher.



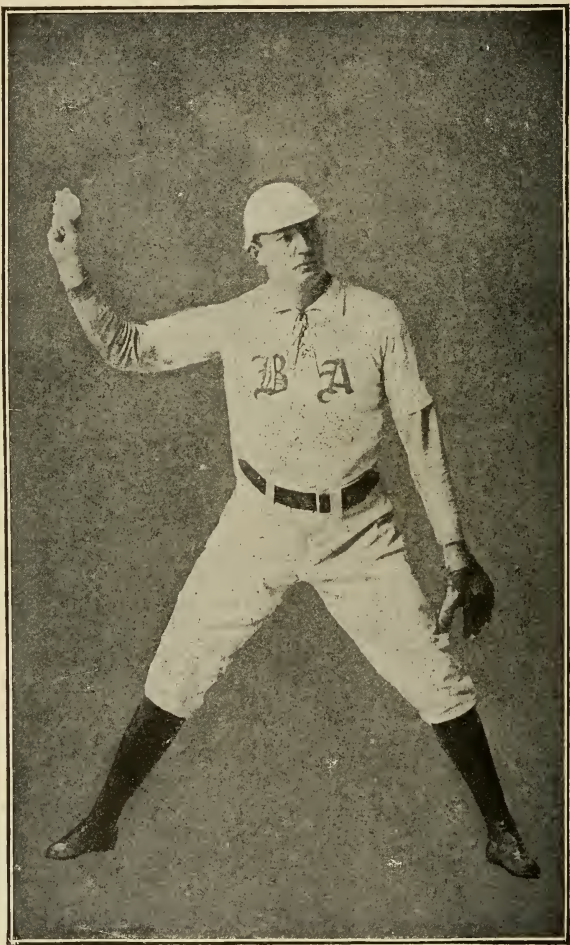
FRANK ISBELL,

Second baseman. the Chicago Americans. Isbell's position at the plate is too cramped in this picture for a successful batter. It is not the best of judgment to grasp the bat so close to the end of the handle.

Young pitchers usually are over-anxious, with the result that nearly everything goes wrong at first. The catcher must see that he takes his time. Hurried pitching is the surest sign of the pitcher being flurried, and the only way to mend matters in such cases is to stop the trouble at the outset by making the boxman slow down until he has time to collect his faculties between each delivery. If the young pitcher is nervous, the catcher must encourage him. Many of the star pitchers of to-day owe their success to the fact that at the beginning of their career in fast company a heady catcher jollied them into believing they were as good as the next, and in that way gave them a confidence in themselves that they would not otherwise have possessed. To steady a wild pitcher a catcher must be acquainted with his delivery and be able to make suggestions which will help him and which can come only from a thorough knowledge of the man. The slowing-up process and encouragement are useful here, but a word of advice, which only the catcher can give, is frequently necessary.

A point on which the present style of play requires the catcher to be strong is the blocking of base-runners at the plate. This is recognized as a part of good playing, but it must be done in such a way that neither the catcher nor the base-runner will be injured. The man who slides directly to the base, whether head or feet foremost, is the easier to block, because you only have to put your foot between him and the plate. If he comes feet first, the catcher's position is a dangerous one on account of the sharp spikes or plates which all players wear, but he must keep his eyes open and take chances. The man who slides sideways, or touches the plate from the side is hard to block and hard to touch. But he can be blocked off and caught in a pinch, and that is one of the things which the catcher must perfect himself in.

The catching of flies is one of the surest tests of a catcher's quickness, both physical and mental. To be successful in this respect he must get from behind the plate the instant the ball is hit. This enables him to locate it more quickly and con-



CY YOUNG

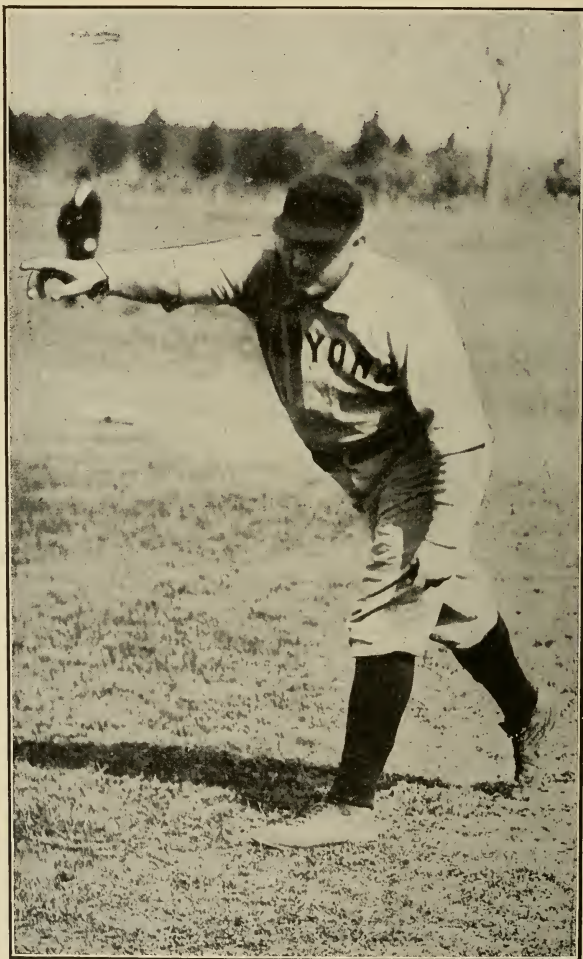
Half way through his preliminary swing before delivering the ball to the bat, this time for a raise ball.

sequently to get under it and steady himself for the catch, or, sometimes, to get balls that the slow man could not possibly get.

One of the prettiest plays in the game is that of catching the base-runner, either napping or trying to steal. Every faculty comes into play in base watching, and success depends as much on shrewdness as on general playing ability, in taking advantage of an opponent's ambition to get around the bases. When a play in which two or more men are to figure, such as the double steal, or the hit-and-run, is to be tried by your opponents, you can sometimes intercept a sign or tell from the attitudes and actions of the men to take part what their intentions are. But sometimes there is no hint of what is coming off. In that case the catcher must be on his guard to avoid a surprise, for surprises and unexpected plays are the order of the day in base ball. A pitcher who makes the runners hug the bases is a great help to the catcher, and often makes possible a sharp play by the latter. With such a pitcher the runner takes no liberties until the ball is delivered, when, in his eagerness to take advantage of anything that may occur, he ventures away from the base.

A quick snap of the ball by the catcher often catches even the best of base-runners before they can get back to base. The pitcher's ability to hold base-runners close to the bases also helps the catcher greatly if they try to steal. In my opinion, many catchers, as well as pitchers, often spoil chances of cutting off base-runners by feinting and showing too plainly what their attention is directed upon. I prefer to let it appear that I am paying no attention to the man I am watching. Of course, he knows better, but even at that my apparent indifference may cause him to become a trifle careless for an instant. Then, a sudden snap of the ball, and it is an even chance that the man is out.

The catcher should at all times help the infielders in every possible way, either by backing up throws or by calling fly balls in order to prevent collisions. His knowledge of pitching should enable him to be handy with the bat and his general usefulness should be limited only by his opportunities.



RUSIE.

Position just after throwing a fast ball to the batter.

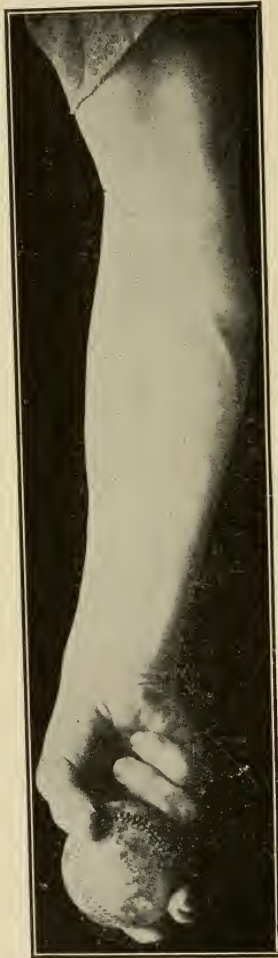
BY WILLIAM SULLIVAN

Parrying the question as to what is the first attribute of a good catcher, I would say that he must first be able to catch and throw. But that is only the mechanical basis for work in a position which many spectators think is largely a mechanical one, a sine-cure because of the chest protector, mask and large padded mitt. Yet more signs and signals are used or are understood by the catcher on a baseball team than by all the other members of the team combined.

This statement is true, not because the position is more scientific, but because it is essential that the intended moves of the pitcher or the intended throws to bases be kept a secret from the opposition as far as possible. Every throw of the pitcher to the batsman is prefaced by a signal from the catcher telling what kind of a ball to send, except in a few cases where the pitchers give their own signals. Every throw to the bases in an attempt to catch the runner napping is called for by a sign from the baseman to the catcher. Only when a runner tries to steal is no sign given, and then all are watching the play and know what is expected.

Thus the catcher has to watch the pitcher and the basemen in addition to the purely mechanical work of his position. This is to say nothing of the value of old and experienced men in steadying young pitchers and in indicating to them what balls to try on batsmen with whose weaknesses they are familiar. Headwork and coolness count as much behind the bat as anywhere except in the pitcher's box.

My method of steadying a pitcher is to first try to slow him up and let him get his bearings again. Walk down with the ball and hand it to him, say something encouraging or offer advice if he seems to need any. Stop to fasten your chest protector, adjust your mask, or tie your shoe, anything to gain time if the situation is critical and the pitcher's wildness only temporary. If the pitcher, however, shows a continued tendency to throw the ball a little wide of the plate move to the other side, and in



MATTHEWSON'S ARM.

Showing the strain of overwork in pitching curve balls. Holding the ball for a deceptive slow curve.

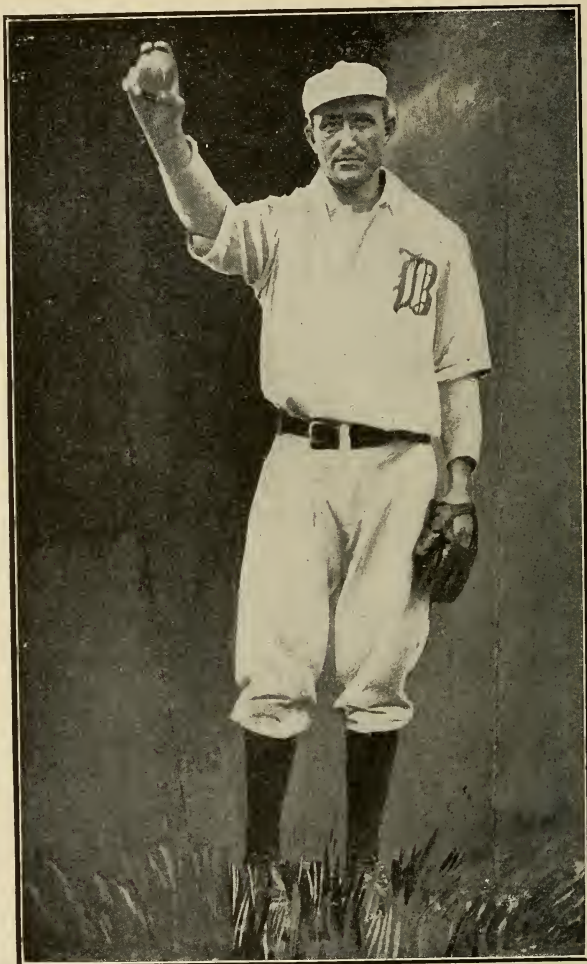
aiming for you he will send the ball over the pan. Often these things will help out not a little.

In signaling with my pitchers I usually give the signals, although often the pitcher with two strikes on the batsman will want to try a certain ball or has an idea on the subject. But after working several games with the same pitcher you know pretty well what he prefers to offer, and there is seldom a change of signals. With Griffith I never use signals at all, except when men are on bases. He does not use extreme speed and has such excellent control it is easy to catch him. On the third strike I like to know where the ball is coming to avoid a passed ball, and of course with men on bases I must know, **so as to be ready for a throw on an attempted steal.**

It is when men are on bases that the pitcher and catcher are put to the severest strain. The pitcher is offering the very best ball in his category, and the catcher is at high tension to prevent stolen bases. Often a pitcher with a slow delivery will handicap his catcher into wild throws, but on the White Stockings none of the pitchers are bad in that respect. With men on bases you must set yourself for a throw on every ball pitched, for the base runner may attempt a steal at any time.

If the runner is on first and likely to steal second, or the shortstop or second basemen signal for a throw to the middle bag to catch a runner napping, instinctively you pull back the right foot as the ball is on its way. Thus you are poised for the throw, and the ball strikes your mitt and is away again without any loss of time. If the throw is to third the left foot comes back so you can throw past the batsman. Few people have any idea how a clever batsman can hamper a catcher who is forced to get his throws away with a quick snap. I formerly played shortstop and can throw much better from second to the plate than from the plate to second.

Many spectators wonder why, with men on bases, the pitcher does not put the first ball over the plate and trust to luck in forcing the man out at second. Often this is due to the catcher. Sometimes when I am sure of my pitcher, and know he has con-



KITSON

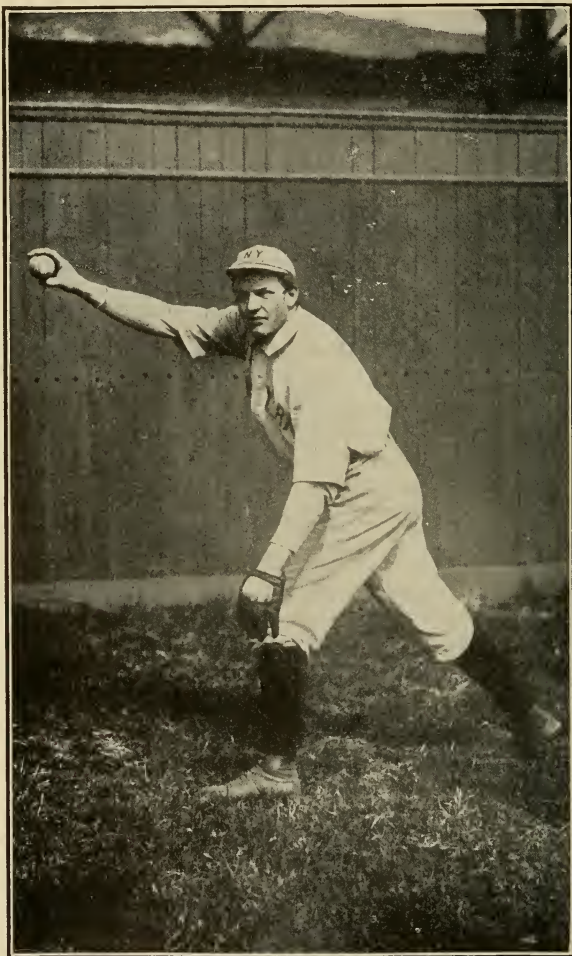
Just before the preliminary move, gaining speed as he unwinds for the final drive to the plate.

trol, I signal him to waste the first two balls in an attempt to coax the man on first base to try to steal second. Then with the ball coming where the batsman cannot well hit it, I am ready for the throw. Signals from the basemen to the catcher for throws to the bag do not catch a runner very often, but they are worth trying, and moreover hold the runner closer to the bag and are invaluable for that reason, because a fraction of a second often determines the difference between a put-out and safety to the runner. The catcher and basemen must work together and a catcher will not throw without a signal.

The pitcher usually determines for himself when to throw the ball to base to catch a runner, and when to deliver it to the plate. Some catchers signal on these occasions, but I have tried it and found that it is likely to cause confusion. So many different players are concerned that one may be off balance or out of his position when the ball is delivered or hit in his direction.

Manager Frank Selee was accustomed to call his players together to discuss any such play or if a new one is presented he calls for the opinions of his men as to how the play should be met. Thus there is an exchange of ideas, and without signals they know just what each man is expected to do if such a condition arises again. I think it a good idea. Such knowledge is almost as valuable to a catcher as to the other players, for there is no telling when he will be brought into the play by some one's dash for the plate.

There is much to be said in throwing to bases. Of course the throws should be low to enable the baseman to tag the runner without changing his position, but the catcher throws in such a hurry that he is satisfied to get the ball to the baseman any old way, so it is on time. Naturally his speed in throwing it and the manner in which it goes to the baseman determine the difference between a good and a poor catcher. But all these latter considerations revert to the original proposition that a catcher must be able to catch and throw. Then comes the science of the game.



MATTHEWSON

Showing the position as the ball leaves his hand for a fast high ball and a drop. Good form.

BY M. J. KITTRIDGE

A player behind the bat must keep his whole mind on his work and set a good example for the other players.

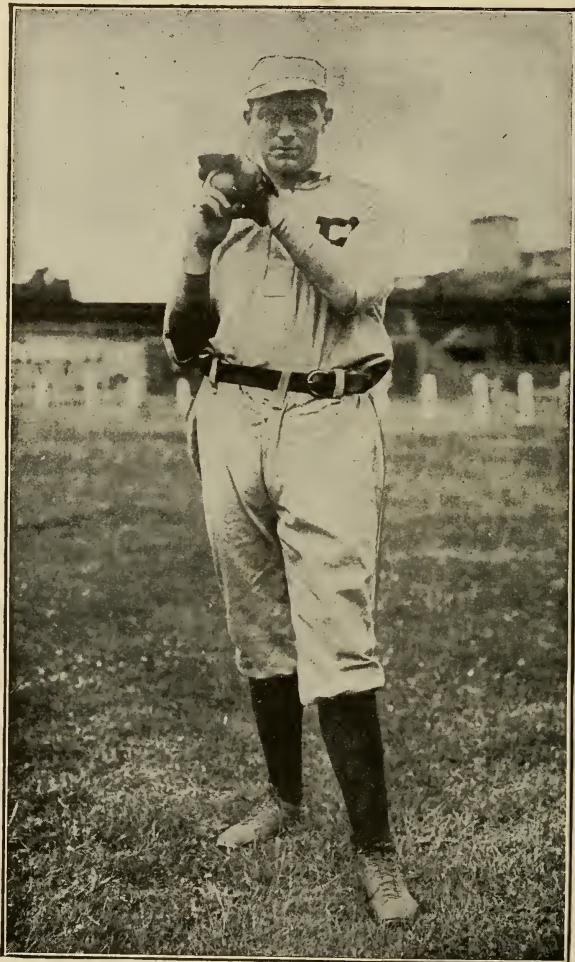
More men are injured by trying to save themselves than when they go close under the bat, and are quick to be first in every mixup, especially where the base-runners are coming into the home plate.

By working with signs, and always knowing what kind of a ball to look for, it must be a very wide ball that a catcher cannot at least block. Since the catchers have done all their work close up, the pitchers have grown more accurate, until now you seldom see a passed ball in a game.

With men on bases a pitcher should always work with his catcher, especially at first, as throwing has grown to be a long suit with the best catchers of the present time, and then, too, the catchers must practice throwing from different positions, as it is out of the question to always be set in a position to make a good throw. I think it is fully as difficult to throw to first and third as to second base, as you cannot always get a good free arm swing before letting the ball go. Plenty of practice before the games is necessary, as you become accustomed to the player covering the position, which is always sure to make throwing more accurate.

A catcher should be careful of his throwing arm and start off in the spring by a very little work in that line each day until the arm becomes strong. Plenty of work by the back muscles should be the rule by the catchers, who have hard throwing to do, and yet one of the most essential things in the game is returning the ball to the pitcher in a way that he can take it without leaving his position or taking a chance of injuring a finger.

I do not believe in too many signs. I give my signs to the pitcher with my fingers while in a squatting position to prevent the other side from calling the turn, otherwise the infielders might discover the tip and be prepared, thus giving them a chance to cover a great deal more ground than if they were simply guessing as to what kind of a ball the batsman was to get.



McGINNITY,

Who does all of his pitching from one position and depends on an all round assortment of curves, with a phenomenal raise ball.

When a pitcher is wild it is a good idea to hold your hands over the plate for a target. This is also often done to deceive the batsman, but is a great help to the pitchers.

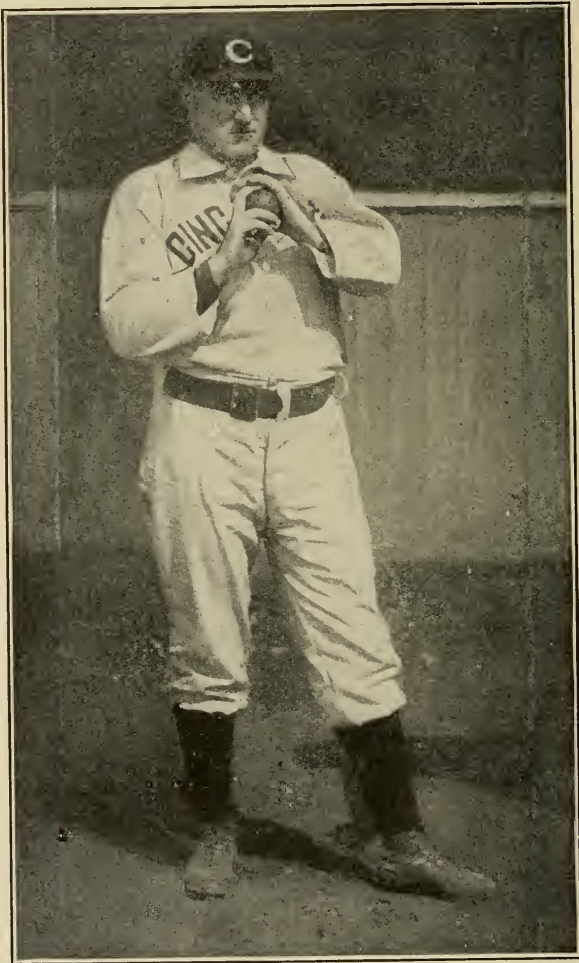
When taking the ball for a throw, take one step back, if possible, and with a continuous swing and the weight on your left foot (when throwing right handed) get the ball away as quick as possible to second base. To the other bases it is not necessary to put so much thought into your work, as throwing to those corners is more of the snap order.

There are a few who can throw without getting into position, and while it makes a pretty exhibition it is bad practice for the arm and side, and likely to put most players out of business. The overhand throw has been the winner since the days of Charley Bennett and William Ewing.

Unnecessary throwing to bases should be avoided.

On foul flies the catcher should turn fully around while pulling off the mask and start looking for the ball. If the ball proves to be one over the plate it is much better to come in for the catch, than stand directly under the descending sphere.

Every batsman has some weakness and by a careful study the catcher should be a great help to the pitcher who has control. After a dozen years behind the bat, with all kinds of pitchers and always doing the bulk of the catching, I feel as able to-day as ever, to do first-class work. In fact, I fully enjoy catching behind a heady pitcher with a clever ball team in front of me, and the hotter they come the better I like it.



RUSIE.

A restful position while waiting to take or give the signal. Good form.

How to Play First Base

BY HUGH JENNINGS

First base is one of the most difficult positions on a ball field to play properly. Catching a thrown ball while keeping one foot on the base is but the preliminary work to what is called for at the first corner.

A first baseman must have natural talent for taking all kind of pickups. He should be a sure catch with either hand, gloved or ungloved. He must not be afraid of a runner coming into the bag, and should be able to judge a high throw after a jump as well as a line one into the big mitt. I go out and meet the throw, as it often gives an out where the man would otherwise be safe. Then, too, I think it encourages the player throwing the ball.

With a base-runner at first I play in the inside of the base, and when looking for a bunt or sacrifice move in with the pitch. With men at first and second I play well back of the base for a fast ground hit but keep in touch with the catcher, who can often see a man taking long chances away from the base. Throws from the catcher must be tipped out ahead and the play made very fast, the baseman taking the ball on the run and blocking off the runner.

I believe in giving the runner a clean path to get back to the base, but am not particular about playing the ball easy on the man. As everything must be done quickly, basemen are likely to be considered rough.

It requires a heap of practice to take the ball on the swing and put it on the runner. I do not believe in the pitcher throwing continually to first, as he is more apt to get his man by picking the time and doing his work well.

When scores are close a first baseman must often take long chances, and with a clever man in the box clever plays are



DINNEEN

Throwing his famous drop out-curve to the bat. On his toes as the ball leaves his fingers.

pulled off. Heading men off at second and third on clever bunts is impossible, but when the balls are hit lightly or at times freely the first baseman can take the ball on the move-in and by accurate throwing get his man at second.

After taking a throw the baseman should get into throwing position at once, as a second lost may give a clever base-runner a big lead for another base where the score is close and the player taking desperate chances.

The first baseman should go for every fly ball within reach to the left of the second baseman's territory, especially the balls going up between the pitcher and himself.

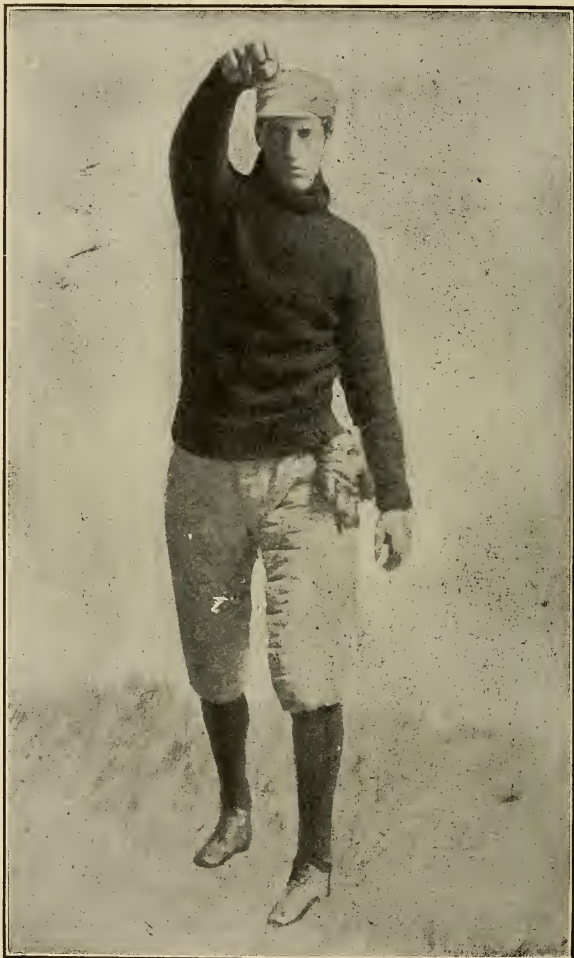
Keeping the foot against the base and judging to a nicety how far you can reach requires long practice. A player should never make the mistake of remaining on the base on a throw too wide to handle; rather take a chance and go after the ball and find the base later. The runner coming for the base will often decide what chances you are to take.

When balls are thrown low try and block the ball at least. For this reason it is well to practice making your long break pickups well in front, so that you may block the ball, even if you fail to get it into your hands.

A first baseman should be a good fielder of ground balls, and with the bases clear should depend on the pitcher covering the base on every ball hit to his left.

I play well back of the line and go for every grounder that goes to my left, as well as those to my right, when I think they are out of the second baseman's reach. With a ground-covering second baseman it's a sharp drive that can get through when the first baseman plays well back and capable of making all his plays on the run. It is well to toss the ball to the base well ahead of the pitcher, so that he can take it crossing the base. A ball tossed is much easier to handle than a ball thrown.

A baseman should have absolute confidence in the pitcher covering the base, even when the ball is hit slowly out of his reach. The play at all times is for the first baseman to get the ground balls, depending on the pitcher to cover the base.



WILLIS,

The greatest drop-ball pitcher of the age, in position when the ball leaves his hand. Very hard on the arm, as well as requiring a tall man to be effective.

How to Play Second Base

BY NAPOLEON LAJOIE

Unless able to cover a lot of ground and take balls on either side, under full headway, a player should never try to become a second baseman.

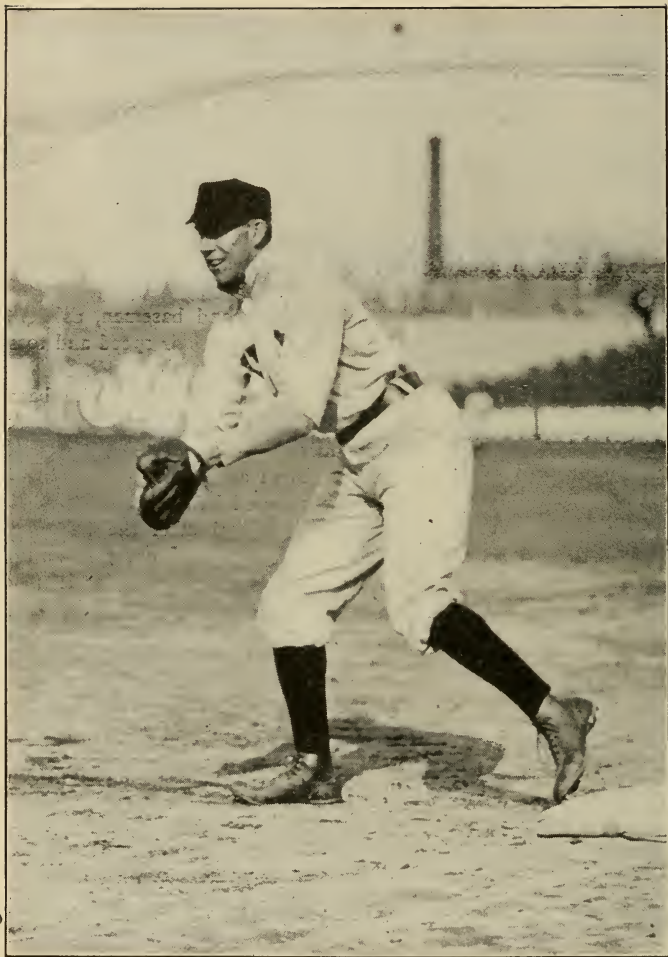
Men with long arms make the best second basemen, as they are often able to make stops without slacking their speed and toss the ball to a base for an out.

I play a deep field and change my distance from the base according to the style of pitching I am backing up. If a weak fielding pitcher, who will allow medium hit balls to go through the box, I play closer to second. Then again you must size up the man at the bat and know the style of ball the pitcher is to feed him. It is always best to go in and meet the ball and smother it if you find it coming with a shoot. I never make up my mind how to take the ball until it is very close, for it may take a jump if you set yourself for the regulation bound.

It pays to keep on your feet, although at times the spectators have an idea that the man rolling about in the dust is doing the most effective work.

I always have a perfect understanding with the shortstop and catcher, as to who will cover the base, and play a bit closer when out for a double play. It is not a bad idea to take your cue from the second baseman after he sends you a ball for a force-out. If there is no chance for a double you should hold the ball. A tip to let the ball go will help, as you feel there is a good chance to get the man. In turning to throw, step in front of the base and throw regardless of the man coming down, as he will generally look out for himself, and is not anxious to get hit with the ball.

A second baseman should go for short flies, and depend on the outfielders for the coaching, as they are in a better position to judge the ball.



DAN MCGANN,

First baseman of the champion Giants, and, taking everything into consideration, batting, fielding and base running, one of the fastest big players in the business.

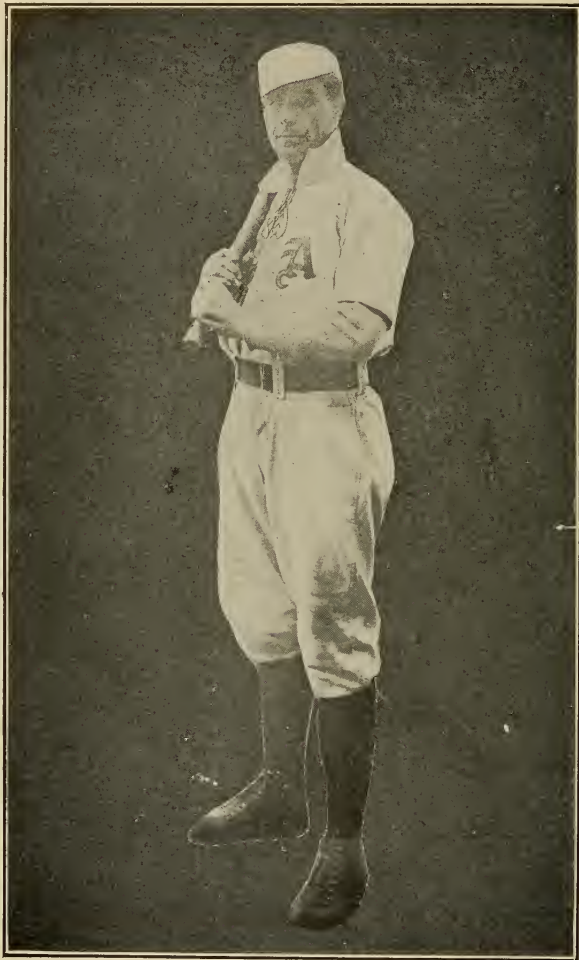
The second baseman should go in for the short throw with the catcher sending the ball down for a man and a runner at third. This play requires practice and a good throwing catcher. When running down a man between bases go after him on the jump, and get him under full headway before throwing the ball.

I instinctively start for the second base as soon as I see the ball is hit to the right of me. It pays to be at the bag in time to help the throw from short or third, for a fraction of a second will lose a double play, and nothing is more effective than a fast double play on a ground hit. When taking throws from the catcher to get a base-runner coming from first, stand to the left of the base, if the throw will allow, as nine out of ten runners will try to go back of the base. Fall back with the ball, as the runners often do phenomenal stunts in getting away from being touched.

Underhand throwing is very essential, as you have many short throws to make and no time to straighten up for a full swing.

Second base gives a player an opportunity to show up better than any other position, as it is truly styled "the key to the infield," and I believe a player will last longer in the game in this position than any other, if he is a natural and not a made ball player.

All the fine team plays of the game are made by first signaling. With a man at third and second, the latter will usually take big ground, especially when his run would win a game. A throw from the catcher would generally be a cue for a clever base-runner to go on to third, but in this case he is blocked off by another runner, so that his chances are all in returning to the base. I see the opportunity and tip the catcher to throw the next ball straight to the bag and as soon as the ball is sent in by the pitcher I am on my way to the base to head off the runner. Finding that he is cut off the runner will start for third base and I have no trouble in getting the man nearest home. The pitcher must be in on the play, and keep the ball wide of the batsman.



JAMES COLLINS.

Natural position at the bat, ready for any kind of a pitched ball ; firmly set on the right foot. Perfect form.

BY WILLIAM GLEASON

While I consider second base a very easy position to play, compared to third base, yet I believe more depends on the second baseman than any other position. A man must be particularly strong on his right side to play this position and be an accurate thrower from any position, as the ball must be returned to first and home from some very awkward angles when double plays are called for.

A fielder should always go in to meet the ball and smother the bound, when it might take an ugly hop, if the long chance were taken. Then, too, the runner must be sized up and the ball played accordingly. A fast runner will often hurry you on a perfect bound, so that you must play the runner as well as the ball.

I believe in keeping in front of the ball and in putting two hands where it is possible. While on a run to the right I pick up the ball with my left hand and throw while on the run, this takes a lot of practice, as the ball is likely to curve and go wide of the mark. All infielders should practice backhand throwing, as it oftens saves time and gets the ball ahead of the runner. Underhand throwing is absolutely necessary, especially when sending the ball to the plate on the return of the ball from the catcher on a double steal. If the ball is thrown low, it would be useless to try for the man at the plate after straightening up, so the idea is to return the ball underhanded on the run. This, too, requires a heap of practice.

In making a double play to first I take my cue from the man who sends me the ball and when getting my sign I turn and let her go without any regard of the man coming down; let him take care of himself.

Take the ball in front of the base and step into the diamond as you throw to first for the double. Never throw the ball without some chance to get your man unless in extreme cases.

I protect myself from the runners by turning my hip in their direction well braced. A collision under these circumstances gives the runner the worst of it and he is not likely to repeat.



This is one of the best photographs ever taken to illustrate how a batsman should bunt. The picture is of Fielder Jones, playing manager of the Chicago White Stockings, who is one of the most successful bunters now playing in base ball. Jones is a left-handed batter. Note carefully how he holds the bat and practice his position.

I never injured a ball player intentionally. It does not pay, as the profession is one that a man can remain in for a long time if he avoids being injured and takes care of himself.

I catch a thrown ball when possible about shoulder high, as this gives you a good position to throw from and there is nothing of more advantage than always being in position to play ball.

I have seen some pretty plays made by scooping the ball and tossing it back to the shortstop covering second for a force-out. This was where there was no chance to stop the ball and throw. It was much the same as playing the ball with a tennis racket, being sure to get a good aim for the man waiting on the base. This play has been nearly perfected by Tom Daly and Ritchey of the Pittsburg club.

I trap a ball very close to a perpendicular position, if anything with the heel of my hand slanting toward the field, in this way preventing the ball from rolling up my arms.

To field ground balls one should practice as faithfully as a billiard player while perfecting massé shots. As the ball must be played clean at all times, whether on the run or standing still, the short pickup is everything to a second baseman, and unless the position comes natural I would advise a player to try some other position.

Never try for long distance throwing or send the ball into the air, as it puts your throwing arm in danger and the chances for a good salary less.



JENNINGS

Ready to hit while the man on the base runs. Takes the bat up to make sure of meeting the ball squarely. Good form.

How to Play Third Base

BY JAMES COLLINS

First of all a third baseman must be a good thrower. Next he must have the knack of taking a ball between bounds, and thirdly he must be ever on the alert and fearless, for no man has the hot shot to handle as the third baseman.

A clever batsman that can bunt and hit out will keep you guessing at third base. I play quite deep for all and come in with the pitch, if I see any signs of bunting, unless I have been tipped off by the catcher to keep back for a hard drive.

I always cross in front of the shortstop for the slow grounders as I can get to them first, I usually take a wide ball with one hand, as it gives a better chance to get into position to throw.

A player should have his mind made up before the ball is pitched as to which base he will throw. In fact, a player should never take his mind off the game.

Slow grounders to my right I take up with one hand and throw to first without getting into position, as deliberate work will lose the man.

Trapping a ball is the most scientific department of base ball, and no player has more difficult work in this line than the third baseman. A very slow runner will sometimes allow you to play an ugly grounder on a long bound, taking chances that it jumps and gets by. The best way to play all kinds of ground balls is to be on the move and trap them just as the ball is about to come from the ground, being well over the ball, with the side of the hands close together in such a position that the ball will have no chance to come up and can be scooped, when not held, the first time.

I believe in giving the runner a fair show to reach third and never block a player off, unless I have the ball. I never force a runner outside his proper latitude, as there is great danger of

injuring a base-runner making close connections for home. I think a player will last longer and be of more value to his club who plays the game without an idea of putting his fellow player out of business. This has been my rule and I have yet to find a player attempting to do me an injury. A player's reputation counts, and a player injured is an expensive adjunct to a ball team.

Base-runners come into third feet first, head first and throwing twisters, as it is usually a close call and players seldom attempt to steal third unless runs are scarce and desperate chances are called for. Mindful of this a baseman is often apt to drop a finely thrown ball. I should say, first, be sure of the ball and be careful to hold it after colliding with the runner.

With a chance for a force-out at second the ball should be thrown for the bag at a medium pace, trusting the second baseman to get there. When trying for a double play with a fast man at the bat is well to put extra steam on the throw to second.

I want to know the kind of ball the pitcher is about to deliver; that is, whether a curve or a straight ball, as it improves one's ground covering at least twenty-five per cent.

Third baseman should be about as careful as the pitchers in starting out in the spring, for a lame arm is a hard thing to get rid of and without the arm in the pink of condition a third baseman will carry a big handicap.

BY LAVE CROSS

A third baseman should love to face the hottest kind of drives from the bat, for unless a player has the knack as well as nerve he should never locate at the third corner of the diamond.

I always play my man coming in for the weak hitters and playing deep for the drivers with an eye to the bunters, as you must be on the move to gather up a slow bunt, and get it to first in time. I play the balls to my left with one hand, practically gathering up the ball while on the run changing it to my

right hand, and by continual practice I have found the way to get the ball to first while on the move.

A fast drive gives you the time to pick up the ball—should you only partially stop it—while one must be quick going after a fumble, yet it pays to be sure, for it's quite hard to keep your eye on the runner and on the ball you are trying to pick up at the same time.

A third baseman should continually practice throwing across the diamond to first base from every possible position. I place a good deal of confidence in my left hand mitt, and when making dead sure of a bound, often smother the ball. The best way, however, is to get the ball on the short pick-up, unless where you have a slow man going to first and the ground is good, so that you can depend on bounds.

I handle bunts with one hand, nine times out of ten. You must pick up the ball on the dead run, and can reach the ground with one hand where you could not use two without losing valuable time.

In touching a man at third one should drop back with the ball and swing low and at full length, for the runner may take a wide slide and get away, even when you have plenty of time. Don't be afraid to touch your man, as base ball is not a dude's game.

With a man at first and looking for a force-out, I size up the speed of the runner and let the ball go to second without hesitation, leaving it to the second baseman or shortstop to cover the base.

With men at second and first I depend on the shortstop to cover third, when I go in for a bunt or slow ball, and by a little life one can often get a slow runner coming over from second on a force-out, as the runner is seldom looking for a play of this kind.

When you get a man between bases keep him on a run and throw the ball to the nearest man, as runners are often lost when the ball is thrown to the fielder nearest the base. This play should be practiced until every man knows what part to

How to Play Base Ball.

take in the mixup, for there is nothing more humiliating than to lose a man after having him trapped. I work with signs from the catcher and know when he is about to throw the next ball to the base to try and get a man napping. I never move for the base until the ball is nearly to the catcher, and then look for the throw right over the base. The man coming back will invariably slide to the base, so that there is little danger of hitting the runner with the ball if kept waist high.

Underhand throwing is a necessity for a third baseman. My advice to young players is practice and keep the arm in condition by refusing to make any extra long throws.

A third baseman must keep his mind on the game every instant, like no other position, for no one can back up or help out the man at third. For this reason, too, a player should block every ground ball passing to his right, even with no chance of getting his man, for a grounder along the line at third means two bases.

It requires natural trappers and accurate speedy throwers to make good at third base.

How to Play Shortstop

BY HERMAN LONG

The shortstop should be a first-class thrower from long and short distances, and from most any kind of a position. I play the position very deep, well to the right for a left handed batter, figuring that the third baseman will come across for the slow grounders. I always watch closely the signs given by the pitcher and catcher, as it enables me to cover more ground. An out-curve to a right handed batter means the ball will go to the right of second base, while a straight ball is likely to come fast to short or third base.

Taking a ball on the run near or past second base should be done with one hand, and the throw to first made carefully, as the ball will raise when thrown on the run and it is out of the question to steady yourself.

A grounder coming with extra speed should be played carefully, while a slow grounder must be handled on the run and chances taken on a pickup between bounds.

I pay little attention to keeping my heels together on a ground ball, depending wholly on my hands as the outfielders will prevent an extra base should the ball break through.

I watch the catcher for signals as to when he intends to have me cover second for a thrown ball, but one should be careful about leaving the position before the ball is on the way to the plate, in this way preventing the batsman from knowing who will leave a place open for a ground ball.

I want the catcher to throw the ball at the base taking chances on having it taken care of by either the second baseman or shortstop.

The shortstop should always cut right for second base on every ball hit to the left of the pitcher, and should cover the base on the throwdown from the catcher with a man on first

and third base, as the second baseman will be in a better position to return a short throw to the plate if the man starts for home.

Shortstops run the greatest risks of being injured by covering second base on a throw from the catcher to get a runner trying for a base. The shortstop has very little chance to block the man off and must make the play by swinging the ball low and while going back, as the runner is sure to go wide of the base. Never go after a man the second time, for the umpire is usually in sympathy with the fielder who handles the ball in good style. This is a feature of shortstop work that requires a great deal of constant practice and a heap of nerve, for once a fielder is shy of the runner he will make a poor man to throw to.

A weak third baseman is a big handicap to a shortstop. I go for every fly hit to the short outfield, as you never know just how much ground you can cover when you start. The outfielders knowing that you are after everything will help you by calling out, as a shortstop cannot afford to take his eye off the ball long enough to see if another fielder is headed for the same place.

I go to meet the throw from a long hit, as time is gained by handling the ball twice when the throw is too far to line the ball home. In throwing to the plate the ball should always be sent low, as extra speed will cause it to rise; while, should the throw be short, if it is on a line, it may answer the same purpose and get the runner.

I never could get too much good lively practice in fielding, and believe in fast preliminary work by the infield before a game, and a chance to measure the distance to first by a throw when there is time as the game proceeds.

A shortstop must practice underhand throwing, as no other position is called on for the variety of throwing as is the shortstop. My advice is practice, practice, practice.

How to Play the Infield

BY CHARLES A. COMISKEY

Only players with a natural aptitude for base ball can become successful infielders. A good mechanical player, who can hit at a fair clip, may make good and hold a position in the outfield, but when he comes in to the diamond he must be a quick thinker, a fast fielder and a natural player as well.

I wonder how many base ball fans have thought of the build of these infielders and the part that plays in determining a man's qualification for a certain position. For instance, the first baseman must be a tall, rangy fellow, who can cover ground, but more especially one who has a reach to catch throws a trifle wild. Then again height and reach are valuable in stepping forward to meet thrown balls. Many a first baseman who understands his position robs batsmen of hits merely by stretching out and meeting the ball. In the course of a season this one or two feet advantage will mean a score or more less base hits. Now the second baseman and shortstop, on the other hand, the latter especially, should be short, chunky men, something of the dachshund order, for they have to gather the ball in from all positions while on the run, so the lower they are to the ground the better. Most of the great third basemen are small men or men of medium height, but it is not so essential there.

In playing the bags many managers have different ideas, but I have my own, and in regard to first base, the position I played on the old St. Louis team my opinions are set. I am a great believer in playing deep and depending on the pitcher to cover the bag in many instances. I always played my position ten or fifteen feet deeper than the other first basemen, and the pitchers had to get over to cover the bag. They could not be sluggish and try to show me up. If I saw the pitcher was loafing on me I fielded the ball and then threw to first whether anyone was

there or not. Then the crowd saw who was to blame, and pretty soon the pitchers got in the habit of running over rapidly rather than be roasted. But generally a baseman has no trouble, for when a pitcher sees his first baseman cutting off hits into right field, he is glad to do his part. Often I have worked plays where the second baseman ran over to receive my put out. At the same time I always played the foul line safe, for a hit along the foul lines is the most damaging of any. It is nearly always good for two bases, and often for three, for the fielders are away off and have a long run to field the ball. The same principle holds good at third. As a general rule, I would say the first baseman should field the ball whenever possible and leave his pitcher to cover first.

The same idea of playing deep I would apply to second and short, as it gives better opportunity to cover ground and it is much easier to run in on a slow ball than to run out on a short fly. I also favor playing the shortstop and second baseman pretty wide of second base to allow the first and third basemen to watch the foul lines. Any ball the pitcher cannot stop is pretty likely to clip through to center anyway. The third baseman need hardly play as deep as the first baseman, because his is a long throw to first and there is always the danger of bunts. So much for the fielding of the positions.

Then comes in the science of team play—what man shall cover second, and whether to play for the batter or base-runner. No set rule can be laid for much of this, and it is here the instinct of a ball player shows itself and the difference between good and bad players is shown. My general rule is to play for the batter unless the score is very close. In other words, do not try so much to recover from harm already done as to prevent more harm. So, unless the score is very close and it is near the end of a game, I never pull in my infielders for a possible play at the plate, but rather play for the base-runner. The same applies on a single to the outfield. Forward the ball to second, and keep the runner at first rather than try for a doubtful out at the plate. Of course, situations alter any such rule, and circum-

stances may force an infield play close in, although the batter's chances of cutting it through are greater. Whether the shortstop or second baseman shall cover second is a question determined by team signals and is frequently changed. Often an opposing base-runner will make a bluff to steal second, so his batter may see which man is slated to cover the bag. The batter then tries to cut the ball through the prospective opening. This is part of the science of the game.

With one man on base, the play on a ball hit to second or short is naturally to second base, with a chance for a double play. But on balls hit to third, or first, the play is generally to first. With a man on first and third, unless the hit be very short, the play is to first or second, allowing the runner to score, for the chances are he has a good lead and cannot be caught anyway.

With two out the play is always for the batsmen, except in the case of an easy force-out, for any run crossing the plate on the third out does not count.

I am a great believer in a safe ball, but at that it is the knowledge when to make a daring play or turn a clever trick that makes the great ball players and the winning teams, and I think our old St. Louis Browns knew about as well as anybody. Of course, having been a first baseman I'm a crank on the subject of first base play. When I began it was the jumping-off place. It was from first base to the bench, but I regard it as one of the most important positions, and I always want a good first baseman on my team.

How to Play the Outfield

BY FRED CLARKE

I stand perfectly natural, ready to go in any direction, with my spikes having a good hold, for the least slip or late start will often make a difference of from one foot to two yards, and a ball can be lost on a loss of two inches. Therefore, I say there is everything in a quick and sure start, when the ball is hit.

Then, too, every outfielder should be ready to back up, the center fielder having more than the others in that line, as he is called on to back up both the left and right fielders as well as the balls that come out from the catcher's wild throwing to second. By keeping track of the batsman you can tell pretty well how to play. Some are short hitters, while others are both long and short hitters. In the latter case I play deep for the man, unless the score is close and there is a man on second who may try to score; then I come in close, with the idea of throwing to the plate if the ball is a grounder.

When throwing, always keep the ball low, and to the home plate a good fast bound is often the best way, as the chances are that it will not go over the catcher's head, as a fast line ball sent high is likely to raise.

It is well to get the ball away from the outfield as soon as possible, as clever base-runners will get a good start on a slow return of the ball, and finding himself hurried and surprised the fielder is more apt to throw wild.

Outfielders should practice handling grounders in the outfield. Infield practice is beneficial for this work. I prefer to go in to meet the ball and smother it rather than play it sure, as outfields are usually rough and the ball may take unlooked-for bounds and get by, when every one on the bases will have a free run home. Often the outfielder is blamed where he is not at fault, as the grounds make the trouble.

A line drive to the left field will raise, and must be watched carefully. Balls that drop short grow very heavy and when taken on the dead run well in front a fielder must not be too particular about keeping his feet.

An outfielder should hold any ball that he can get his hands on. When very low he must take chances of soiling his uniform; when high, he should give with the ball, and when over the head take them in the most natural way; but keep your eye on the ball, the exception being a tremendous drive far over your head, when better time can be made by turning around and going down the field after timing the direction of the ball, and when well under the spot you look for it to drop turn and take the ball. This kind of work can be satisfactorily accomplished by long practice and then only a natural ball player can expect to become the real thing.

I usually play my man without regard to the signals of the pitcher, unless where I am tipped off that a slow ball is to be sent in, when I fall back and go closer to the foul line where the ball ground will allow.

Balls to the left and right fields are likely to curve more than to center. A good fielder can, with a little practice, play one about as well as the other. The left and center fielders have more throws to make to the home plate and should therefore be good, hard throwers, who can get the ball in play on the run.

I am one who fully believes in getting the arm in good shape in the spring before taking any chances with long distance throwing. It is well to practice the different distances from the outfield to the bases, for you will often be hurried and must take a chance without being too particular.

After you once start, never let up, for you never can quite tell how much ground you can cover for a ball, especially a weak fly out of reach of the infield. Once sure of the ball, call out you have it, and the first man that calls give him the right of way. He knowing that he has a clear field, will hustle to the last without fear of a collision. It is just as much of a trick to play the outfield as any other position.

The Earmarks of a Ball Player

BY JOHN J. McGRAW

In picking out a youngster who is likely to develop into a valuable player I first look for a man who is fast and shifty on his feet and who can take care of his hands when the ball is coming toward him. All this talk of heady young players who know the game is all right, but I find that few men break into the major leagues who already know so much that I do not want to teach them a few points. Especially is this true of college players.

A young player should be a good batter, but if he shows a good eye and perchance is hitting to one field for put-outs where naturally he should be trying to hit the ball in another direction, I am willing to attempt to teach him the correct position at the bat and what science there is in batting, in addition to the finer points of the game as practiced in the American and National Leagues. While good batters cannot be developed absolutely, they can be improved if they have the natural qualities, and often a poor hitter becomes a good one by proper coaching.

I think the greatest weakness of young players is in base-running. Pitching and fielding are taught in the colleges and batting to a lesser extent, but base-running is an art which often decides many a close game and is one of the most important departments of baseball. Much of the trouble is due to the fault of attempting to play too far off the bag, rendering the player liable to be caught napping. In his anxiety to take a big lead the young player gets too far down the base line as the pitcher is delivering the ball. As a result he is unbalanced in his readiness to return to the bag on a throw from the catcher instead of being in motion ready for a dash to the next bag in the event of a dropped ball, a throw a trifle wild which pulls the catcher out of position or any other mishap.

I coach my men to play moderately close to the bag, ready to

move on instead of to come back after the pitcher's delivery. This is especially valuable in the case of an infield hit, and lessens the chances of a force out, as the runner is already under way instead of getting up speed. Of course in the hit and run game the base-runner has received his signal and is off on his way at once as soon as the pitcher makes the first motion in his delivery of the ball to the plate.

Another common fault of youngsters is to play too far forward in batting. Instead of standing back and stepping forward to meet the ball with a good leverage and better judgment, the player, in his anxiety to get a start, steps as far forward as the batter's box allows, and is thus nearer the pitcher, which naturally is a disadvantage. Often, too, they are slow in getting away from the plate after hitting the ball, but this is largely a matter of practice, which I try to remedy at once.

Of course, if a man shows himself awkward in handling flies or if as an infielder he seems unable to get in front of the ball I give him small thought unless he shows by his other actions that it is merely a lack of teaching. Much of the success of Mertes at second base is due to the fact that he is active and gets in front of the ball, thus receiving it in good position for the throw to first.

There is another important point which I regard as almost invaluable for outfielders. That is not to return the ball too high after a fly or hit. If a runner is on the bases and the fielder returns the ball high to the baseman he is liable to either drop it in his hurry or to let it get away. Even if he receives the throw perfectly he must bring it down to touch the runner, which takes the second's time which often allows the runner the base. I instruct my men to throw the ball in on a line, or so that the baseman will receive it on the bound, which is preferable. The ball which strikes the ground usually shoots, so that really no time is lost.

In regard to aggressiveness—one of the qualities for which the old Baltimores were noted—the young player will catch that partly from his teammates and partly from instructions to play fast

all the time, to take chances when he is likely to get away with them and in general to keep awake and in the game all the time.

I am not a stickler for some points of discipline. I never drink in playing season and never even took a drink until I was twenty-three years old, and I have never used tobacco, which I think affects the nerves and injures a man's batting eyes, but I have never laid down any rules for the men on these points. But I do want early hours. A ball player needs plenty of sleep, and I ask my men to be in bed by twelve o'clock and earlier if they feel like it, which they usually do. There is no use to lay down ironclad rules. A player who wants to break rules will find some opportunity for doing so, and a man who persists in doing so is not valuable to any team. But you will find the players, as a rule, just as anxious to win as the manager or captain, and are consequently in need of little discipline.

Good Advice for Players

If a player starts off well, the chances are he will keep in the same condition throughout the season. Young players generally go into the games without any preparation, and many of them pull through all right.

When the grounds are damp at playing grounds, the players should always wear rubbers over their shoes and keep their legs well covered up with thick stockings, as the ankle and knee are very sensitive parts of the human body, and if not properly cared for after lively runs are likely to twinge with little disagreeable pains, the forerunner of a bad case of rheumatism.

Preparation is an essential to nearly all things, and base ball is no exception. I have seen many young men start out in a most brilliant though careless manner and then go to pieces.

Particular attention should be given to the arm, and a lively massage treatment to get the blood into circulation is an almost necessary thing. This practice of rubbing should be kept up each day.

Another thing that is essential to perfect health for ball playing is the proper digestion of food, and to get this it is necessary to have regular exercise and regular hours for meals. A man should rise not later than seven in the morning and retire not later than 11 P. M. During the playing season all players should abstain from all kinds of liquor or stimulants.

Warm rooms for dressing purposes are a necessity for ball players. A manager should always see to it that a comfortable place of this kind is provided.

As for the matter of food which a ball player should eat I can say nothing. I believe it to be out of the question to regulate the diet of a base ball player. I have always noticed, however, that an intelligent man will look out for his stomach. The youngsters can only be looked after while the teams are away on the road.

A ball player should never eat a hearty meal previous to the beginning of a game. A light lunch consisting of cold roast beef is the proper thing at that time.

How to Organize a Team

BY T. H. MURNANE

Name the time and place for all who wish for a try-out to gather. Select two teams from the boys. Each team elects its captain. Then choose some experienced base ball man to act as judge of the merits of the contestants. Play five-inning games, and if enough players show up, select the second team or teams, finally culling out enough players for two teams with extra men. Then play these two teams a series of games and gradually select your regular team. As the best players will soon show out, let those players left behind make up a second team and so on. In this way the players will become classified and work together.

Young players should study the rules and get all the information possible about the great professional players who, like themselves, were all beginners at one time, but having mastered the science of the game can play with ease and less chance for injury.

The orders of the captain should be obeyed to the letter and the members of the team should often get together and map out team-work and signals, and then practice faithfully, for often an ordinary player can be very useful when working intelligently with his team-mates. It takes determination to make a good ball player, and one must try every position to know for which one he is most fitted. Learn to back up, and don't make any unnecessary fuss over a play that you can in no way improve on or help out. The great players make few unnecessary moves, using judgment and saving their energy. Throwing or pitching at a target will improve one's aim, and players should always refrain from throwing long distances, especially early in the season.

How to Manage a Team

BY JAMES A. COLLINS

Manager of the Boston American League Team, Champions of the World.

My experience has been that you must first get the absolute confidence of your ball players, and then all that is in them out. I have made it a rule to get rid of the players who failed to take pride in their work or in personal condition.

Once you have your team selected, it pays to make as few changes as possible, even in the order of batting. Players work with more confidence when they feel sure of their standing with the club, and a player who lacks confidence is not the player for a winning team.

Say very little to the players, but mean what you do say, and insist on being obeyed, for the sake of discipline, for let one breach go without notice and you will soon lose control.

I don't believe in too many signals. A few signs well understood will do the work. I never coach my players in signal work. We now and then add some new move, and keep in mind our old plays. Base ball is very little different now from any time in the last ten years.

Quick witted men will always beat the slow thinkers if they can play the game as well. I like a team with at least three long drivers in the game regularly.

Pitchers after all are the mainstay of a ball club, as well as a catcher who can stop base-running.

Young players must be encouraged and taught more by example than by theory.

Players are naturally fitted for different positions, poor pitchers often making fine outfielders.

Ball players can never get too much practice in batting and fielding; unless when the weather is extremely warm and the men suffer from exhaustion. I allow my players to eat and drink what they like. They should be the best judges of what is good for them.

How to Score a Game

BY T. H. MURNANE

Give the batsman the benefit of all doubts, for a slow bounding ball is the most difficult to handle.

A scorer should never take his eyes off a play, and when in doubt as to who handled the ball he should seek for the information from the players.

I find no trouble in agreeing with scorers who have played the game, but have found those who learned to score by book and observation hard on the players, and ever anxious to credit errors, even when difficult plays were missed.

Outfielders should never be credited with an error unless when they get two hands on the ball. As they use gloves, there should be no excuse for muffing line drives. When the outfielders are rough, considerable leeway should be given when scoring errors on ground balls that pass the fielders while coming in fast to get the ball for a throw to the bases.

Never give an error where a fielder misses a short pick-up, as all balls are supposed to carry the distance aimed at, and when they go low or wide the error must go to the player who threw the ball. Where two or more players get mixed up over a slow ground ball, it should go as a base hit, the same as a ball that drops between two fielders.

The pitcher and third baseman are entitled to great leeway as they are close to the batsmen and must face hot shot with little time to figure out the bounds.

Players should not be given errors when they miss a slow ground hit while trying to make a running one-hand play. This is taking chances and should be encouraged.

Infielders playing deep and taking chances should be dealt with leniently, and the same rule should apply to infielders covering bases for a throw, when they drop the ball in a collision with the base-runner.

How to Umpire a Game

BY THOMAS J. CONNOLLY

Of the American League Staff.

Before any man can successfully umpire a ball game his knowledge of the rules must be perfect. When questions concerning rules are involved a moment's hesitancy cannot be tolerated. And it is only when the rules are as positive to him as though "he wrote them himself," that an umpire can have the assurance to run his game, and to make every decision instantaneously and positively.

The umpire is the king of a base ball game. All power is given him under the rules and if he knows his business and the game his lot will not be as miserable as it usually is portrayed.

Base ball players everywhere respect the umpire who is business down to the ground. No umpire is infallible and mistakes sometimes will come to the best of them, but if the man knows the game, and shows that he knows it, gives his decisions sharply and immediately at the end of each play he will make few mistakes, and even if the decision in a close play does not meet the approval of those it is against, the deliberateness of the official will carry the play with him.

The umpire holds the key to the game. He should tolerate no nonsense from the players, who if they realize this will give him little trouble. It is the weak umpire who has difficulties.

When it is time for the game to begin the umpire should walk briskly to the plate, previously having provided himself with the batting orders of the two teams. He should announce the batteries in a clear voice and then start the game.

His uniform should be neat, and he should provide himself with his own mask and protector. These he should not borrow from the players.

The best place for the umpire to stand is behind the plate except when there is a man on first base. He, of course, should

always run to first base on a play there, and in every play in fact he should get as near the scene of action as is possible.

When behind the plate the umpire is always in a position to judge balls hit close to the foul lines, for a wrong decision on hits of this variety often would be costly and greatly affect the result of a game. In a like manner in a close game any mistake at the plate would be more costly than at any other point, for every play at the home base means either the scoring or the shutting out of a run, and the umpire's place is near this important point.

Watch the signals of the players when men are on bases. By knowing this phase of the game and exerting a little intelligence plays for men on bases often may be anticipated by the umpire who can get to the proper position to make a decision quickly.

Call the balls and strikes clearly and in making all decisions call them out in a loud tone that there may be no misunderstanding what the decision is. Never change a decision unless it is against the rules, and such a situation never should arise.

The umpire should keep his temper. He should make the players understand his position, but should not be overbearing. He should keep his head, and never forfeit a game except as a final resort, for the people who pay admission to see the game are entitled to a run for their money. Do not talk to the players, or be familiar, but do not antagonize them. "Fair play" and an even break is what ball players want and expect from an umpire, and if they have this confidence in the umpire, few will be aggressive. The players take their cue from the umpire.

There are many rules made expressly to aid the umpire in keeping the game under control. He should take advantage of all of these. He should keep the game and the players moving. Make the first batter in each inning come to the plate quickly. When one ball is hit outside the limits of the grounds or into the crowd or stands throw out another immediately. These little things help.

SPALDING'S SIMPLIFIED BASE BALL RULES

The following simplified Base Ball Rules are based on the Official Playing Rules as published in Spalding's Official Base Ball Guide, and contain all essential features for the playing of the game. These Simplified Rules are intended especially for the amateur player and spectator, who may not have the time and inclination to study out all the technical points of the complete Code of Playing Rules, which, of course, are necessary for the professional expert. The game is divided into the important departments, under appropriate headings, with a special notation referring to the particular Official Rules in the Spalding Guide bearing upon that particular department for ready reference.

The Ball Ground— How to Lay it Out

Base ball is played on a level field, upon which is outlined a square, which is known as the *infield* or "diamond." The term "diamond" is also frequently used to apply to the entire field. The infield is outlined by bases, placed at right angles to each other, on each corner, beginning from the home plate. The intervals between bases must be ninety feet.

The territory outside the diamond infield is known as the *outfield*. All that portion of the field outside the base lines—which extend from home plate to first base and from home plate to third base—and all territory behind the home plate, as well as

all territory outside of a straight line reaching from the outside corner of third and first bases indefinitely to the outfield, is foul ground.

Sometimes it is impossible for lads who desire to play base ball to obtain a field sufficiently large for a regulation diamond, but in such cases they should always try to lay the bases out at equal distances from each other, in order that the correct theory of the game and its symmetry may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their game since they are better able to cover the ground in a smaller area and do not become so fatigued by running the bases when placed at their furthest distances.

The bases, except home plate, are best constructed of canvas filled with saw dust. Home plate should be made of whitened rubber. The pitcher's position on a regulation size diamond is located sixty and five-tenths feet from home plate and on a straight line extending from home plate toward second base. It, too, should be made of whitened rubber the shape of a parallelogram twenty-four inches long by six inches wide with the longer sides of the parallelogram at right angles to home plate.

On a smaller field the pitcher's plate should occupy a position at the same relative distance from home plate. If it is impossible to obtain canvas bags and rubber plates for the bases, other substances will do, but the materials mentioned are much more preferable.

(For detailed description, see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches, back of and on each side of the home plate, and not less than 25 feet outside of the coachers' lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near their bench.

(See Rule 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed on any part of the playing field except the players in uniform, the manager of each side, the umpire and officers of the law. No manager, captain or player shall address the spectators.

(See Rules 75-77 of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official League Ball is used in regulation games, but for players fifteen years old or younger, the Spalding Official Boys' League Ball, made same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Marked Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a **glove** or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over 10 ounces and measuring not over 14 inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all the champion players.

(See Rule 20 of Spalding's Official Base Ball Guide.)

Players' Uniform

Games played by players not clad in a regular uniform are called "Scrub" games, and are not recorded as "Match" games. Every club should adopt a regular uniform, not only to enable the players to properly play the game, but to distinguish one team from the other.

(See Rule 19 of Spalding's Official Base Ball Guide.)

Number and Positions of Players

Two teams make up each contest, with nine players on each side. The fielders are known as the Pitcher, the Catcher, the First Baseman, the Second Baseman, the Third Baseman, the Shortstop, the Left Fielder, the Center Fielder and the Right Fielder. None of these is required to occupy an exact position, except the pitcher, who must be within the "Pitcher's Box" when pitching the ball to the batter, and the catcher, who must be within the "Catcher's Space" behind the batter.

(See Rules 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

A sufficient number of substitutes in uniform should always be on the field ready to take the place of any disabled player.

(See Rule 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home club shall have the choice of innings and shall decide on the fitness of the ground for beginning the game.

(See Rule 29 of Spalding's Official Base Ball Guide.)

General Definitions

Defines the meaning of the technical terms, "Play," "Time," "Game," "An Inning," "A Time at Bat," and "Legal or Legally."

(See Rules 78-83 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of one team in position and the first batter of the opposing team in his "box" at home plate. If it is not possible to outline a box it should be remembered that the batter is never allowed to step over the plate to strike at the ball, and that he must not run forward to exceed three feet to strike at it. The umpire may take his position at his option, either behind the catcher or the pitcher. He judges all balls and

strikes, decides all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only then in the event that there is a dispute as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite third base and one opposite first base, but they must never approach either base to a distance closer than five feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine, he must always bat in the order of the man whose position he is called upon to fill. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less than the side first at bat, it shall be declared the winner, provided the side first at bat has completed five full innings at bat. A game is also won if the side last at bat scores the winning run before the third man is out.

In case of a tie game play continues, until at the end of even innings, one side has scored more runs than the other; provided, that if the side last at bat scores the winning run before the third man is out, the game shall terminate.

(See Rules 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

When the pitcher delivers the ball he must face the batter and have one of his feet in contact with the pitcher's plate.

Whenever the ball, after being pitched, goes over any portion of the home plate, between the batter's knee or shoulder, it must be called a strike whether the batter strikes at it or not.

If the pitcher fails to deliver the ball over any portion of the plate, or if he delivers it over the plate above the shoulder or be-

low the knee, it is called a ball if the batter declines to strike at it.

At the beginning of each inning the pitcher is allowed to throw five balls either to the catcher or an infielder for practice.

If the pitcher makes a motion to deliver the ball to the bat and fails to do so, or feints to throw to first base when occupied by a runner, and fails to complete the throw, the umpire must call a balk.

A balk is also declared when the pitcher makes a motion to throw to any base without stepping directly toward that base; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in delivering the ball; when either foot is not in contact with the pitcher's plate when delivering the ball; when he purposely delays the game by holding the ball; when he makes any motion to pitch while standing in his position and does not have the ball in his possession; when he makes any motion with any part of his body corresponding to his customary style in pitching and fails to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball hits the batsman, or the umpire before the catcher touches it, the umpire must declare it a dead ball and no base runner can advance.

If a foul strike, a foul hit not caught, dead ball or a fair hit ball touch a base runner, the ball is not in play again until it is held by the pitcher standing in his position.

A block ball is a batted or thrown ball that is touched by a person not engaged in the game. The umpire must so announce it and runners may advance until the ball is returned to the pitcher in his position. After that they continue to advance at their own peril. If the blocked ball be held by a spectator or be kicked away from a fielder by a spectator, the umpire may call, "Time," and hold the runners at the bases where they were when he called, "Time."

(See Rules 38-51 of Spalding's Official Base Ball Guide.)

Batting Rules

Each captain is privileged to look at the batting order of his opponent, and both batting orders must be furnished the umpire.

After the first inning the first batter in each inning is the player succeeding the man who completed his time at bat in the inning before.

A fielder always has the right of way over a batter to catch or handle the ball.

Any legally batted ball that settles on fair ground between home and first, or home and third base, or that bounds on fair ground to the outfield past first base or third base, or that falls on fair ground beyond first base or third base, or that touches the person of a player or the umpire on fair ground is a fair hit. A ground hit that first strikes fair territory and rolls out of the foul line between home and first or home and third is a foul hit. Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit rolling from foul to fair territory between home and first or home or third and remains there is a fair hit.

A foul tip is the continuation of a strike which has just been touched by the bat and shoots directly to the catcher's hands.

A bunt hit is a legally batted ball tapped slowly to the infield which remains on fair ground. If a bunt rolls foul it must be called a strike, whether the first, second or third strike.

Any hit going outside the ground is fair or foul, as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure. Any hit going outside the ground beyond a distance of 235 feet entitles the batter to a home run.

If the batsman strikes at a pitched ball and misses it, the umpire must call a strike. If a ball passes over the plate at the proper height the umpire must call a strike whether or not the batsman strikes at it. A foul tip, caught by the catcher, is always a strike. A foul hit, whether a fly or a ball bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he be caught out on a foul fly.

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All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike. If the batsman hits the ball with either of his feet out of the batter's box, it is a foul strike and he is out.

If a batsman bats out of turn, and it is discovered before the ball has been delivered to the succeeding batsman, the man, who should have batted, is out, and no runs can be scored or bases be run on the play made by the wrong batter. If while the wrong batsman is at bat, the mistake is discovered, the proper batsman may take his place, but he must be charged with the balls and strikes that have been recorded against the wrong batsman. In a case of this kind the batters continue to follow in their regular order.

If a batsman be declared out because of a wrong man batting for him, and it be the third out, the player first at bat in the next inning shall be the one who would have been at bat had the players in the preceding inning been put out by ordinary play.

The batsman can be called out if he fails to take his place within one minute after the umpire has called for him.

A foul fly caught by a fielder retires the batsman, providing the fielder does not use his cap, his protector, or any illegal contrivance to hold the ball. If the ball should lodge in the catcher's protector by accident, and he should secure the ball before it falls to the ground, it has been ruled that this is a fair catch.

Whenever the batter attempts to hinder the catcher from fielding or throwing the ball, he is out.

If there is a man on first base, unless two are out, the batter is out when three strikes are called, whether the catcher holds the ball or not.

If there is a man on first base, unless two are out, the batter is out when three strikes are called, whether the catcher holds the ball or not.

The batsman is out on the third strike if the ball hits him and base runners must not advance.

Before two men are out, if the batsman pops up a fly to the

infield, with second or first, or second and third bases occupied, the batsman is out if the umpire announces it an infield hit, and the umpire must make an instantaneous decision in order that a double play may be prevented and the base runners may be protected.

After the batsman makes a fair hit on which he is not put out, he must touch first, second and third base and the home plate in regular succession to score a run.

No base runner can score ahead of the men who precedes him in the batting order if that player is also a base runner.

The batsman must run to first base immediately after four balls have been called, as well as after a fair hit has been made.

If the batsman is hit by a pitched ball, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, he is entitled to go to first base without being put out.

Should the catcher interfere with the batsman in striking at the ball, the batsman is entitled to first base without being put out.

The batsman who hits a fair ball that strikes the person or clothing of a base runner is entitled to first base.

After the third strike is called and missed by the catcher, if the batsman interferes with him he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or picks it up, and throws to first base ahead of the batsman, the latter is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the line he is out, except that he may go out of the line to avoid interfering with a fielder trying to handle the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

(See Rules 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

Whenever the umpire sends the batsman to first base on balls, or being hit by a pitched ball, or being interfered with by the catcher, all runners on bases immediately ahead of him may advance a base without being put out.

Runners on the bases may take the next base without being put out whenever the umpire calls a balk.

A pitched ball, that passes the catcher and strikes the umpire, or any fence, or building, within ninety feet of the home plate, entitles each runner to advance a base.

If a fielder obstructs a base runner, the runner may go to the next base unless the fielder has the ball in hand to touch him out.

A base runner may advance a base whenever the fielder stops or catches the ball with his cap, glove or any part of his uniform, detached from its proper place on his person.

The base runner shall return to his base, without being put out, on a foul tip, or foul fly not legally caught by a fielder and on a hit bounding foul. On a foul strike the runner must return to his base. On a dead ball the runner must return. If it be the fourth ball and a runner be on first, he is bound to advance. If there are runners ahead of him, on second or third, they, too, must advance in regular order.

If by accident the umpire interferes with the catcher's throw or a thrown ball hit the umpire, the runner must return to his base and cannot be put out. If a pitched ball is struck at and missed by the batsman, but the ball hits the batsman, the runner returns to his base and cannot be put out. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

Whenever the runner is on the way from first to second, second to third, or third to home plate, or reverse order, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder he is out. However if a fielder is on the line trying to field a batted ball, the runner

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may run behind him to avoid interference, and shall not be put out.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to get the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, he shall be declared out if not on base.

If the runner fails to get back to base after a foul or fair fly is caught, before the ball is fielded to that base and legally held, or the runner be touched before he can get back to base by a fielder with the ball in his hands, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings, when the runner strikes it he cannot be put out.

If a runner is on first, or runners are on first and second, or first, second and third, and the ball shall be legally batted to fair ground, all runners are forced to run, except in the case of an infield fly, previously referred to, or a long fly to the outfield, and may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught or a long fly to the outfield is caught base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. The batsman, however, must run to first base, but may be put out if it is possible to do so. A runner on first base, who is forced by the batsman, may leave the base, but shall be allowed to return, if not forced out at second, and the batsman be fielded out at first. No run can be scored when a base runner is hit by

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a batted ball nor can a runner advance from second to third or first to second.

A runner who fails to touch a base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder.

A runner is out if after "Play" has been called by the umpire he fails to return to the base that he occupied when "Time" was temporarily called, providing always that the ball in the meantime has not been delivered by the pitcher to the batter.

When the batter runs to first base, he may overrun the base if he turns to the right after passing it. If he turns to the left he renders himself liable to be touched out before he gets back to the base.

If before two are out, and third base is occupied, the coacher at third base shall attempt to fool the fielder by pretending to run home, thereby drawing a throw to home plate, the runner on third base shall be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touch home plate before a runner preceding him in the batting order, if there be such a runner, the latter shall lose his right to third base.

The coachers must confine themselves to legitimate directions of the base runners only, and there must never be more than two coachers on the field, one near first base and the other near third base.

One run shall be scored every time a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home, on or during a play in which the third man is forced out, or is put out before reaching first base, shall not be entitled to score.

Any special ground rules shall be understood by both team

captains and the umpire. The captain of the home club establishes the ground rules.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball until the batter has completed the circuit of the bases it is called a home run providing no fielder makes a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a one-base hit—better known as a single.

(See Rules 52-59 of Spalding's Official Base Ball Guide.)

Umpire's Duties

The umpire has the privilege to call a draw game, whenever storm interferes, if the score is equal on the last even inning played. However, if the side second at bat is at bat when a storm breaks, and the game is terminated, and this side has scored the same number of runs as the other side, the umpire can call the game drawn without regard to the score of the last equal inning. Under like conditions, if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for kicking at decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a batter of his own side run for him.

The choice of innings is given to the captain of the home club. If two clubs happen to be playing from the same city the choice of innings may be determined by tossing a coin.

Play may be suspended by the umpire because of rain and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason, but not until the pitcher is in his position with the ball in his hand. In case of serious accident this provision is usually waived, the ball being fielded as quickly as possible to some point to hold the runners.

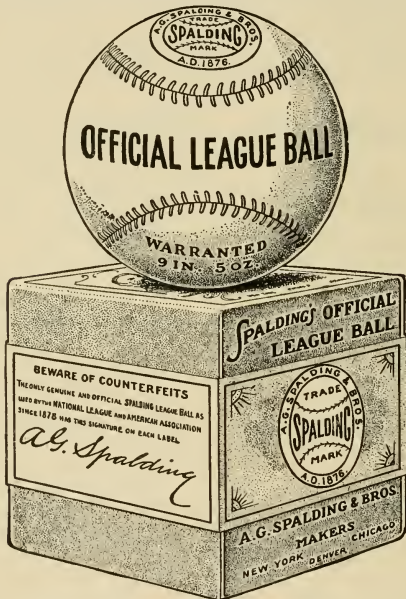
(See Rules 60-74 of Spalding's Official Base Ball Guide.)

Scoring Rules

Each side may have its own scorer, and in case of disagreement, the umpire shall decide, or the captains of each side may agree upon one scorer for the match.

(See Rules 84-86 of Spalding's Official Base Ball Guide.)

WHAT A BASE BALL PLAYER NEEDS



The first requisite of a ball player is, of course, the ball and bat. The Spalding Official League Ball has been used exclusively by the National League, minor leagues, and by all intercollegiate and other associations for over a quarter of a century, and is beyond all question the most perfect base ball that has ever been produced. It is backed up by an absolute guarantee to last through one continuous match game without ripping or losing its shape. The Spalding Official League Ball is sold by all first-class athletic goods dealers throughout the country, and the price is \$1.25 each.

For boys' use especially, there is a smaller size, called Spalding's Official Boys' League Ball, which combines all the qualities of the Official ball, and is just as carefully made. It is especially designed for junior clubs (composed of boys under sixteen years of age), and all games in which this ball is used will be recognized as legal games, the same as if played with the Official League Ball. The Official Boys' League Ball costs 75 cents.

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Other balls which give good satisfaction are the Double Seam Ball, \$1.25; Varsity League, \$1.00; Interscholastic League—a smaller size of the Varsity—50 cents, and so on down in price. Every team, however, should practice with the official ball, thereby accustoming themselves to its use when called upon to play match games.

In selecting a base ball bat care should be used to select a properly balanced bat of only the best material and workmanship; the wood should be dried for a number of seasons out of doors in order to insure the proper resiliency and driving power, and should be of a correct model to properly balance according to the needs of the particular batter using that bat. This of course will vary according to the different styles of batting. A. G. Spalding & Bros. have facilities for producing the finest bats in the world. They have a corps of experts who devote their entire energies to this particular subject. Only second-growth ash of upland timber is selected, and after it has been carefully seasoned for at least three years, it is then worked up into bats, and any wood which shows any imperfection is thrown out.

The Spalding bat experts are familiar with every model used by any player of note in the country, and all of these models are incorporated in the line of bats turned out by this house.

In the regular line of bats, without question, the best is A. G. Spalding & Bros.' "Gold Medal" bat, each one of which is tagged with a certificate showing the weight, length, size and inspection, and is an absolute guarantee that it has passed the most rigid inspection and is perfect in every detail. The Gold Medal bat includes the models of every prominent batter in all of the leagues. The timber is thoroughly seasoned for from three to five years and fully guaranteed. The Spalding Gold Medal Bat is made with a tape-wound handle or a plain handle, in men's sizes, for \$1.00 each. There is also a Boy's Gold Medal Bat, in plain handle only, at 50 cents each.

Another good bat is called the "Mushroom," owing to the peculiar formation of the handle, which utilizes a principle by which a bat of the same weight is made many times more effective than the ordinary style under certain conditions, and as an all-around bat many prominent professional players testify to their appreciation of the good points of its construction. They say: "Both balance and model are perfect."

The knob arrangement at the end of the bat enables a more even distribution of weight over the whole length than is possible under the old construction, and for certain kinds of play the bat is practically invaluable.

John J. McGraw, Manager of the New York club, world's champions, says: "For a long time I have been trying to find a bat that would balance when choking. Not until I used the Mushroom Bat, have I found a bat that was up to my idea. It is used exclusively by the New York players."



PLAIN.



TAPED.

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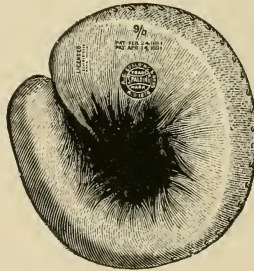
James J. Calahan, of the Chicago American League club, says: "In all my experience as a ball player I have not found a more satisfactory bat than the Spalding Mushroom Bat. The timber is the best I have seen and the balance and model are perfect."

Wm. Gleason, Captain Philadelphia National League club, says: "No bat has given me such good service as the Spalding Mushroom Bat. Quality and balance are perfect."

Charles A. Comiskey, President of the Chicago American League club, says: "The Spalding Mushroom Bat receives my hearty endorsement. My experience as a ball player enables me to thoroughly appreciate its good qualities."

James F. Slagle, John Evers, F. L. Chance, J. Kling, J. McCarthy, Joe Tinker, Dr. J. P. Casey, D. Jones, of the Chicago National League club, all say that they have never used a more satisfactory bat. The price of the taped or plain Mushroom is \$1.00.

Spalding's Trade Marked Bats rank next to the Mushroom Bat in point of excellence and are made with the greatest care and thoroughly seasoned. They are as follows: The "A. G. Spalding Autograph" bat, 75 cents; Wagon Tongue ash bat, League quality, special finish, spotted burning, 50 cents; Black End Axle-tree bat, finest straight grained ash, tape-wound handle, 25 cents; Black Band bat, extra quality ash, 25 cents; Junior League bat, extra quality ash, spotted burning, 25 cents; Boys' bat, selected quality ash, polished and varnished, antique finish, 10 cents; Youths' bat, good quality, 5 cents.



No. 9-0.

Every catcher needs a mitt and he has the greatest variety to choose from. The very best mitt made is Spalding's No. 9-0 "Three and Out" molded face mitt, in which the material used is absolutely the best obtainable owing to the peculiar stretching and molding process which enables the manufacturer to produce a perfect "pocket" with no seams or rough places of any kind on the face. The price of this mitt is \$8.00. The most popular high-class mitt ever made is undoubtedly Spalding's No. 7-0 "Perfection," which is certainly an object of art in its line. The leather is of finest quality calfskin, padding of best hair felt obtainable and every other detail of manufacture has been care-



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fully considered, including patent lace back with rawhide lacing. Thumb is reinforced and laced, double row of stitching on heel pad and strap-and-buckle fastening at back. It costs \$6.00.



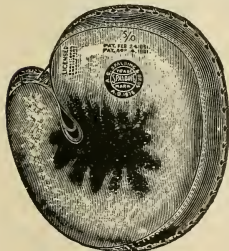
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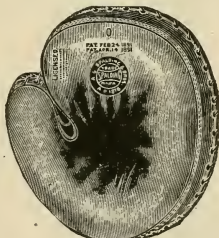
No. 7-0.

The Spalding No. 7-0 R black leather mitt will be found satisfactory in every way for those who like a mitt made of black leather. The quality of this mitt is absolutely best. The price is \$6.00.

For professional use Spalding's are now making a special professional catcher's mitt which is a duplicate of their "Perfection" in shape, but slightly smaller in size, having no heel pad, and the face of the mitt is covered with the finest quality of white buck specially selected. The padding in this professional mitt is in accordance with the ideas of the best professional catchers in this country. This is their No. 8-0, the price of which is \$7.00.



No. 5-0.



No. 0.

Spalding's League Mitt is made of special tanned leather, very soft and pliable, heavily padded. It costs \$4.00 and is called No. 5-0.

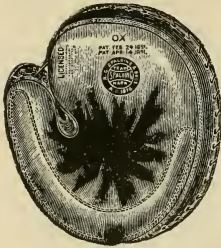
In Spalding's No. 0 Mitt the face, sides and finger-piece are made of velvet tanned boulevard and the back of selected asbestos buck, well padded. Price \$2.50.

Spalding's "Decker Patent" Mitt, No. 0x, made same as the No. 0 Mitt, with the addition of a heavy piece of sole leather on back for extra protection to the hand and fingers. It costs \$3.00.

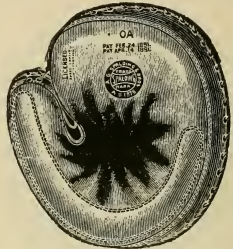
Spalding's No. 0A Mitt is extra large and heavily padded, and is extremely well made of velvet tanned boulevard and special tanned leather and finger-piece and back. The price of this mitt is \$2.00.

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Spalding's Amateur Mitt No. A is made of extra quality asbestos buck, perspiration proof, extremely tough and durable. This is a very popular mitt. Price \$1.50.

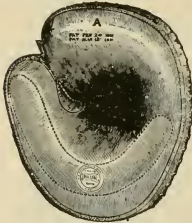


No. OX.



No. OA.

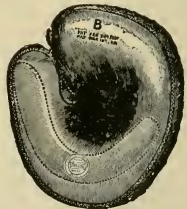
The foregoing mitts are all equipped with strap-and-buckle fastening at back, have double row of stitching on heel pad, are reinforced



No. A.



No. AB.

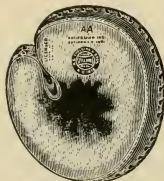


No. B.

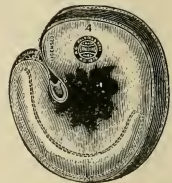
and laced at thumb, and with patent laced back as an additional feature constitute absolutely the highest grade line of mitts ever manufactured. All styles are made in rights and lefts.



No. D.



No. AA.



No. 4.

Spalding's Youths' Mitt No. AB is made with extra quality white buck, face and finger-piece extremely tough and durable; well padded;

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reinforced and laced at thumb and double row of stitching on heel pad; patent lace back; strap-and-buckle fastening at back. Price \$1.00.

Spalding's Practice Mitt is made of specially firm tanned oak leather, easy fitting, patent lace back. None better for practice. This is No. B and price is \$1.00.

A popular price men's size mitt is Spalding's No. D, made throughout of good quality oil tanned leather and without heel pad. Price \$1.00.



No. CB.



No. 5.



No. 7.

A very good youths' mitt is the Spalding No. AA, which is made with good quality gray buck face and back. This mitt costs 50 cents. Spalding's No. 4 Mitt. Men's size. Firm tanned leather; extra heavily padded; reinforced and laced at thumb joint and double row of stitching on heel pad. 50 cents.

Spalding's Junior Mitt is the most popular mitt made; the face and back are made of asbestos buck; well padded; laced thumb; patent lace back. No. CB. Each, 25 cents.

Spalding's No. 5 Mitt. Improved style; face and back made of asbestos buck; laced thumb; well padded and double row of stitching on heel pad. Each, 25 cents. Spalding No. 7 Mitt has a face of asbestos buck and canvas back; it is a good size and well padded. Each, 10 cents.



No. 4-0.



No. 3-0.



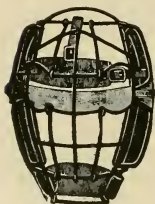
No. 2-0.

In catcher's masks, the best made is Spalding's Sun Protecting Mask, which is made of finest steel wire, extra heavily enamelled, and which protects the eye without obstructing the view; it sells for \$4.00.

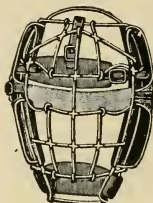
Spalding's Neck Protecting Mask is made of finest steel wire, extra heavy and black enamelled to prevent reflection of light; the patent

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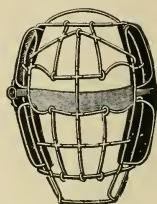
neck extension affords absolute protection to the neck; the price is \$3.00. The Special League Mask costs \$2.50, and then there are cheaper ones, at still lower prices.



No. A.

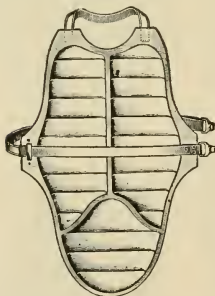


No. OX.

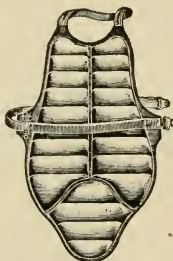


No. L.

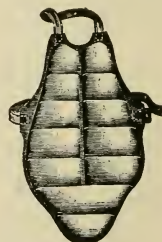
A most necessary part of a catcher's equipment is a body protector. Spalding's Inflated Body Protectors are the only practical device for the protection of catchers and umpires. They are made of best rubber, inflated with air; light and pliable. The lower part of these protectors are hinged, so that they do not interfere with the catcher in bending over. When not in use they may be deflated and the protector rolled in a very small space. Full protection is given by the Spalding No. 3-0 protector, which is made large size, covered with special quality imported material and in every particular is really



Nos. 3-0 and 2-0.



Nos. 0, 1 and M.



No. 2.

the best protector made. Price \$8.00. A protector of the same size but with a different covering is No. 2-0, price of which is \$6.00. The other catchers' protectors in the Spalding line are League Catchers' Protector No. 0, each, \$5.00; Amateur Catchers' Protector No. 1, \$3.50; Interscholastic Catchers' Protector No. M, \$2.75; Boys' Catchers' Protector No. 2, \$2.00.

Spalding Umpires' Body Protectors are made to order only and are used by practically all the umpires in the principal leagues. A pattern showing exact size and shape required must be sent with order. They cost \$10.00

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For the first baseman there is a choice of six styles of mitts, as follows:

Spalding's No. BX Mitt, made of five selected and specially tanned calfskin, extremely well made throughout and padded to meet the special requirements of a baseman's mitt; laced all around and strap-and-buckle fastening at back; double row of stitching on heel pad. \$4.00.



No. BX.



No. DX.



No. EX.

No. BXR is made of black leather, same quality as that in the No. BX Mitt, and in make-up and design it is absolutely perfect. Price \$4.00.

The No. BXS Mitt is composed of same quality materials and workmanship as in the No. BX First Baseman's Mitt. It has no heel pad and is made up especially for professional use. \$4.00.

No. CX Mitt, is made on same lines as No. BX; face of specially tanned drab leather, extra well padded at wrist and thumb; laced all around and strap-and-buckle fastening at back; double row of stitching on heel pad. \$2.00.

No. DX Mitt, a good article at a moderate price; made of oak tan specially selected leather, laced all around and strap-and-buckle fastening at back; a very easy fitting mitt. \$1.50.

No. EX Mitt is an excellent mitt for boys; made of good quality white leather, laced all around and strap-and-buckle fastening at back; suitably padded and will give very good service. \$1.00.

The infielders have no less than eighteen styles to select from, ranging in prices from \$3.00 to 25 cents.

Spalding's No. PX Infielders' Glove is made up on lines suggested by prominent professional players. The buckskin used in making up this glove is the finest obtainable, and all other items of manufacture have been carefully looked into. It is heavily padded around edges with fine quality felt, and padding extends well up into the little finger. Has no heel pad, but is made extra long to protect wrist. Price of this glove is \$3.00 and the No. RX, made of best quality black leather and in design and finish just like No. PX, costs the same.

Spalding's No. 2X Infielders' Glove has retained its popularity year after year and to-day is acknowledged to be the most practical in style and get-up of any on the market. Made of selected velvet tanned buckskin, lined and padded with finest felt; has web thumb; highest quality workmanship; double row of stitching on heel pad. No better made at any price. \$2.50.

Spalding's No. 2XS Infielders' Glove is a special glove with features that will appeal to the professional player. Made extra long, of selected velvet tanned buckskin, lined and lightly padded. Has no heel pad. \$2.50.

Spalding's No. AX Infielders' Glove is a very popular style. Made throughout of specially tanned calfskin, padded with best quality felt.

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Web thumb; double row of stitching on heel pad; highest quality workmanship throughout. Price \$2.50.

Spalding's No. XL Infielders' Glove is made in style similar to the No. PX professional glove, but of material same as in the No. X. Has no heel pad and is extra long. \$1.50.

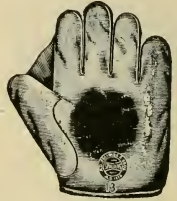
Spalding's No. XS Infielders' Glove. Men's size glove. Made of good quality special tanned leather, well finished and exceedingly durable. Web thumb, double row of stitching on heel pad and nicely padded. \$1.50.



No. PX.



No. X.



No. 13.

Spalding's No. X is a fine all-around glove, improved style. Made of good quality horsehide, well padded. Web thumb; double row of stitching on heel pad. Will give excellent service. \$1.50.

The Spalding's No. 13 is made on the professional model without heel pad and of good quality asbestos buck. The price of this glove is \$1.00.



No. PXB.



No. 19.



No. XB.

Spalding's No. 15 is a well made glove, improved style. Made of extra fine quality brown leather, well padded. Web thumb; double row of stitching on heel pad. Price is \$1.00.

Spalding's No. 15L Infielders' Glove is made in style similar to the No. PX professional glove, but of material same as in No. 15. Has no heel pad and is extra long. \$1.25.

Spalding's No. 12 Infielders' Glove is made of good quality soft suede tanned leather, nicely padded. Web thumb, double row of stitching on heel pad. 75 cents.

Spalding's No. PXB Infielders' Glove is the best youths' professional style glove; made throughout of selected velvet tanned buckskin. Quality of material, workmanship and style of glove same as the No. PX men's glove. \$2.00.

Spalding's No. XB Infielders' Glove is a good youths' size glove. Made of fine quality white tanned horsehide. Similar in material, workmanship and style to the No. X men's glove. \$1.00.

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Spalding's No. 16 Infielders' Glov is a good glove, full size, improved style, of good quality soft tanned white leather, nicely padded. Web thumb; double row of stitching on heel pad. 50 cents.

The Spalding No. 14 is made professional style, youths' size, and of soft tanned white leather. Price 50 cents.

Spalding's No. 19 Youths' Infielders' glove is made of asbestos buck in professional style. Price 25 cents.

Spalding's No. 18 Infielders' Glove is youths' size. Made of asbestos buck and well padded. Double row of stitching on heel pad, web thumb. Best quarter glove on the market. 25 cents.

The outfielders' needs are as follows:

The best fielders' mitt is Spalding's No. 5C. Made with molded brown calfskin face and extra full thumb. Really the easiest, most pliable and best made fielders mitt. Price \$3.00.

The Spalding No. 3X is made of the best and softest white tanned buckskin, the thumb and wrist being extra well padded and it is a very well made article indeed. Price \$2.50.

No. 3XR is similar in design and construction to No. 3X, but is made of specially tanned black leather. Price \$2.50.

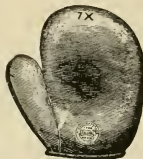
Spalding's No. 4X Fielders' Mitt is made of specially tanned drab leather, well padded with fine felt and carefully sewed and finished; laced thumb, strap-and-buckle fastening at back. Price \$1.50.



No. 3C.



No. 5X.



No. 7X.

Spalding's No. 5X Fielders' Mitt is an exceedingly good mitt at a popular price; the face made of white tanned buckskin; brown leather back; laced thumb; constructed throughout in a most substantial manner. Price \$1.00.

For boys the best is No. 6X, which is made throughout of a good quality brown cape leather, well padded and laced thumb; and without doubt the best mitt of the kind ever sold at the price. Price 50 cents.

Spalding's No. 7X Boys' Fielders' Mitt is of asbestos buck, well padded and substantially made; laced thumb. 25 cents.

We now come to the matter of uniforms. In base ball, as in other sports, the constant desire of every player is to excel his fellows. He cannot expect to do this unless his outfit is first-class, and any disadvantage he is working under in this direction will detract just so much from ultimate results. For over a quarter of a century Spalding's have made the suits worn by the best players in this country, outfitting all the league clubs and colleges, and their experience counts for something.

The Spalding Base Ball Uniforms are cut and fitted according to the most scientific methods; are double-seamed and reinforced at the weakest points, where the greatest strain comes, and are made by experts who have spent many years in this work, and who are therefore better fitted to turn out a higher grade of workmanship than any others. There is probably no place in athletics where quality counts for more than it does in a base ball uniform. The best is the cheapest.

SPALDING'S OFFICIAL BASE BALL GUIDE.

We give below a list of uniforms suitable to all classes of clubs from which it is possible to equip any team from the largest league club to the smallest on the lot.

The Spalding Uniform No. 0. Highest grade made. The workmanship and material of this outfit is of the very highest quality throughout, and special care has been taken to make this uniform superior to anything offered in this line. Used exclusively by all league and professional clubs for years past is sufficient evidence of its quality and durability. Colors: White, Pearl Gray, Yale Gray, Light Gray, Black, Maroon, Royal Blue, Navy Blue, Brown, Green, Cardinal. Consists of the Spalding Shirt, any style; the Spalding Pants, any style; the Spalding Stockings, No. 3-0; the Spalding Cap, any style; the Spalding Web Belt, leather lined. The Spalding Uniform complete, \$15.00. Net price to clubs ordering for entire team, \$12.50. No extra charge for detachable sleeves nor for lettering shirts with name of club, and No. 3-0 striped stockings will be furnished in stock colors at no extra charge, in special colors at 25 cents per pair extra where an entire outfit for team is ordered at one time, or 50 cents extra with a single suit.

The University Uniform No. 1. In workmanship and quality of material our University Uniform No. 1 is equal to our No. 0 Uniform, but slightly lighter in weight of material. Colors: White, Pearl Gray, Yale Gray, Light Gray, Black, Maroon, Royal Blue, Navy Blue, Brown, Green, Cardinal. The University Uniform comprises: the University Shirt, any style; the University Pants, any style; the University Stockings, all wool, No. 1R; the University Cap, any style; the University Web Belt, or all leather. The University Uniform, complete, \$12.50. Net price to clubs ordering for entire team, per suit, \$10.00. No extra charge for detachable sleeves nor for lettering shirts with name of club, and No. 1RS striped stockings furnished in stock colors at no extra charge, in special colors at 25 cents per pair extra where teams purchase an entire outfit at one time or 50 cents extra with single suit.

The Interscholastic Uniform No. 2. Made of same grade of material as our higher-priced uniforms, but of lighter weight flannel. Substantially made and a most serviceable outfit. Colors: White, Pearl Gray, Yale Gray, Light Gray, Black, Maroon, Royal Blue, Navy Blue, Brown, Green, Cardinal. This is one of our most popular suits, and will give the best of satisfaction. It can usually be worn two seasons. Interscholastic Shirt, any style; Interscholastic Pants, any style; Interscholastic Wool Stockings, No. 2R; Interscholastic Quality Cap, any style; Interscholastic Web Belt. The Interscholastic Uniform, complete, \$10.00. Net price to clubs ordering for entire team, \$8.00 per suit. No extra charge for lettering shirts with name of club nor for detachable sleeves, and No. 2RS striped stockings furnished in stock colors at no extra charge, in special colors at 25 cents per pair extra where teams purchase an entire outfit at one time, or 50 cents extra with single suit.

The Club Special Uniform No. 3 is made of good quality flannel in a variety of very desirable patterns. Well finished and a most excellent outfit for amateur clubs. Colors: White, Pearl Gray, Yale Gray, Light Gray, Black, Maroon, Royal Blue, Navy Blue, Brown, Cardinal. A most desirable young men's suit. Elegantly made, and of good, strong, handsome material. On exactly same patterns as the league suits. The Club Special Uniform No. 3 comprises the following: the Club Special Shirt, any style; the Club Special Pants, any style; the Club Special Stockings, all wool, No. 3R; the Club Special Cap, any style; the Club Special Web Belt. The price of the Club Special Uniform, complete, is \$7.50, and the net price to clubs ordering for entire team, per suit, \$6.00. There is no extra charge for lettering shirts with name of club nor for detachable sleeves, and No. 3RS striped stockings furnished in stock colors at no extra charge; in special colors at 25 cents per pair extra where team purchases an entire outfit at one time or 50 cents extra with a single suit.

The Amateur Special Uniform, No. 4 is made of good quality flannel

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and compares favorably with uniforms of other makers quoted at a much higher price. It is an excellent wearing uniform, cut and finished as well as higher-priced suits, and is very popular with the younger base ball players. Colors: White, Light Gray, Blue Gray, Maroon, Navy Blue, Green. The Amateur Special Uniform No. 4 consists of the following articles: the Amateur Special Shirt, any style; the Amateur Special Pants, padded; the Amateur Special Stockings No. 4R; the Amateur Special Cap, styles 21 and 5 only; the Amateur Special Web-Belt. A single Amateur Special Uniform, complete, costs \$5.00, but the net price to clubs ordering for entire team is \$4.00 per suit. No extra charge for lettering shirts with name of club nor for detachable sleeves, and No. 4RS striped stockings furnished in stock colors only at no extra charge.

The Spalding Junior Uniform No. 5 is made expressly for clubs composed of boys and youths, and will stand the hardest kind of wear. It is made and trimmed in first-class style. Colors: Maroon, Green, Blue Gray, Brown, Mix. The Spalding Junior Uniform No. 5 is made up of the articles enumerated herewith; the Spalding Junior Shirt, any style; the Spalding Junior Pants, padded; the Spalding Junior Cap, styles 21 and 5 only; the Spalding Junior Belt, the Spalding Junior Stockings. The Spalding Junior Uniform No. 5, complete, costs \$4.00. To clubs ordering nine or more uniforms, the price is \$3.00 per suit. There is no extra charge for lettering shirts with name of club nor for detachable sleeves, and No. 4RS striped stockings furnished in stock colors only at no extra charge.

The Spalding Youths' Uniform No. 6. The price at which this uniform is sold should make it extremely popular. It is very well made of good quality Gray material, and consists of the Spalding Youths' Shirt, button front, with one felt letter only; the Spalding Youths' Pants, padded; the Spalding Youths' Stockings; the Spalding Youths' Cap, style 21; the Spalding Youths' Belt. The Spalding Youths' Uniform No. 6, complete, costs \$2.00, and the net price to clubs ordering nine or more uniforms is \$1.75 per suit. No. 4RS striped stockings furnished in stock colors, if desired, at no extra charge.

The prices of Spalding's Base Ball Shirts are as follows: "The Spalding" Shirt, any style, with name of club, \$6.00; "University" Shirt, any style, with name of club, \$5.00; "Interscholastic" Shirt, any style, with name of club, \$4.00; "Club Special" Shirt, any style, with name of club, \$2.75; "Amateur Special" Shirt, any style with name of club, \$2.00; "Junior" Shirt, any style, with name of club, \$1.50.

Spalding's Base Ball Pants cost: "The Spalding" Pants, any style, per pair, \$6.00; "University" Pants, any style, per pair, \$5.00; "Interscholastic" Pants, any style, per pair, \$3.75; "Club Special" Pants, any style, per pair, \$2.75; "Amateur Special" Pants, padded, per pair, \$2.00; "Junior" Pants, padded, per pair, \$1.50.

The Pittsburg club has adopted the idea of wearing a collarless jersey with striped sleeves under the flannel shirt, the sleeves of which extend only to the elbow, displaying the striped jersey underneath, and matching the striped stockings. While the solid gray body is considered most suitable, they can be made up in any combination, but to order only, and orders should be placed early. They cost \$2.75 each.

The shoe used by all the best players is The Spalding Highest Quality Base Ball Shoe, which is hand-made throughout and of specially selected kangaroo leather. Extreme care is taken in its general construction, and no pains or expense spared in making this shoe not only of the very highest in quality, but a perfect shoe in every detail. The plates, made exclusively for this shoe, are of the finest

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hand-forged razor steel and firmly riveted to heel and sole. They cost \$7.00 per pair.

The Spalding Sprinting Shoe is made of same quality as our No. 2-0 shoe, but built on the famous Spalding running shoe last. They weigh about eighteen ounces to the pair and are made with extra care throughout. Per pair, \$7.50.

The Spalding "Featherweight" Base Ball Shoe is the lightest base ball shoe ever made, and owing to the lightness and fineness of its construction it is suitable for the exacting demands of the fastest players, and is not intended for general use or for the ordinary player. It is hand-made and a strictly bench-made shoe. This is No. FW. Price \$7.50 per pair.



No. 0.

No. 35.

No. 37 Junior.

The Spalding Club Special Shoe is made of carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole. Per pair, \$5.00.

The Spalding Amateur Special Shoe is made of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole. Per pair, \$4.00.

The Spalding Junior Shoe. A leather shoe complete with plates. Made on regular base ball shoe last and an excellent shoe for junior teams. Per pair, \$2.50.

Spalding's Beveled Edge Shoe Plates, made of razor steel, are the kind used by all league players. They cost 50 cents for a pair of toe plates and 50 cents for a pair of heel plates.

Toe and heel plates of good quality can be bought for 25 cents a pair.

Spalding's Pitcher' Toe Plate is worn on the toe and affords a thorough protection to the shoe, and at the same time a most valuable assistant in pitching. Made for right or left shoe. Made of aluminum, they cost 50 cents, and of brass, 25 cents.

Every player needs an ankle supporter and the best made is the Hackey Patent Ankle Supporter. It is worn over or under stocking and supports the ankle admirably, while not interfering in any way with free movements. It relieves pain immediately and cures a sprain in a remarkably short time. In ordering, size of shoe worn should be given.

No. H. Made of soft tanned leather, best quality. Per pair, \$1.00.

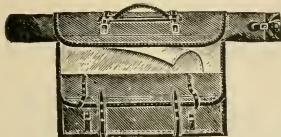
No. SH. Good quality sheepskin, lined, bound and reinforced. Per pair, 50 cents.

No. CH. Black duck, lined and bound, leather reinforced. Per pair, 25 cents

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In stockings, the best cost \$1.75 per pair, and range in price down to 25 cents for a cotton pair. Belts and caps also come in a great variety, both of styles and prices.

Every player should have a uniform bag to keep his outfit clean and in good shape. A canvas one costs \$2.50, and when made of fine bag leather, \$5.00.



No. 5 Uniform Bag.



No. 1 Uniform Bag.

A club should also have an official scorer and a score book. A very good score book, with a board cover, to hold 22 games, can be bought for 25 cents.

A complete list of base ball goods will be found in Spalding's Base Ball catalogue which will be sent free to any address by A. G. Spalding & Bros. from their stores in any of the following cities: New York City, 126-128 Nassau Street and 29-33 West 42d Street; Philadelphia, 1013 Filbert Street; Boston, Mass., 73 Federal Street; Baltimore, Md., 320 N. Howard Street; Buffalo, N. Y., 611 Main Street; Pittsburg, Pa., 507 Wood Street; Washington, D. C., 709 14th Street, N. W. (Colorado Building); Syracuse, N. Y., University Block; Chicago, 147-149 Wabash Avenue; San Francisco, Cal., 134 Geary Street; Denver, Col., 1616 Arapahoe Street; St. Louis, Mo., 708 Pine Street; Kansas City, Mo., 1111 Walnut Street; Cincinnati, O., Fountain Square, 27 East Fifth Street; Minneapolis, Minn., 507 Second Avenue, South; New Orleans, La., 140 Carondelet Street; Montreal, Can., 443 St. James Street; Hamburg, Germany, 15 Alter Wandrahm; London, Eng., 53, 54, 55 Fetter Lane.

Communications directed to A. G. Spalding & Bros., at any of the above addresses, will receive prompt attention.



HIGHEST AWARDS

FOR SPALDING ATHLETIC GOODS

GRAND PRIZE
ST. LOUIS
1904



GRAND PRIX
PARIS
1900



Spalding Official League Ball

Is the Standard of the World

It is the Original League Ball

It is the Official League Ball

It is the Universally Adopted League Ball

It is the Best League Ball

It has been formally adopted as the Official Ball of

The National League for 29 Years

It has also been adopted as the Official Ball for all Championship Games by the following Professional Leagues:

Eastern League for 19 years

New England League for 19 years

Western League for 15 years

Texas League for 12 years

Western Association for 11 years

California League for 10 years

Inter-State League for 9 years

New York State League for 7 years

International League for 5 years

Northwestern League for 5 years

Indiana, Illinois and Iowa League for 4 years

And by 22 other Professional Leagues that have adopted the Spalding League Ball from 1 to 4 years



HIGHEST AWARDS

FOR SPALDING ATHLETIC GOODS

GRAND PRIZE
ST. LOUIS
1904



GRAND PRIX
PARIS
1900



THE SPALDING LEAGUE BALL was first adopted by the National League in 1878, and is the only ball that has been used in Championship League Games since that time. In the recent great World's Championship Games in New York between the New York Nationals and Philadelphia Americans the Spalding League Ball was used.

The Spalding Official League Ball

is used by Yale, Harvard, Princeton and all prominent college teams. The soldiers and sailors in the United States Army and Navy use it exclusively. In fact, the Spalding League Ball is in universal use wherever Base Ball is played. Once in a while a minor league will experiment for a short time with some other ball, but invariably returns to the Spalding League Ball, which has now become universally recognized

The Standard of the World

In addition to the different American adoptions, the Spalding Official League Ball has been made the official ball by the governing Base Ball Associations of Mexico, Cuba, Canada, Australia, South Africa, Great Britain, Philippine Islands, Japan, and, in fact, wherever Base Ball is played.

The Spalding League Ball has received this universal adoption because of its well established reputation for uniformity and high quality, but the special object of such adoptions, from the players' standpoint, is to secure absolute uniformity in a ball, that will prevent unfair "jockeying" with an unknown ball, and make National and International Base Ball contests possible, and at the same time make the records of players of value, and uniform throughout the world, which can only be secured by standardizing one well known ball.

NOTE—At the annual meeting of the National League of Professional Base Ball Clubs, held in New York City, December 14th, 1905, the Spalding League Ball was formally adopted as the Official Ball of that organization for an additional term of five years.

Mr. Harry C. Pulliam, President of the National League, under date of October 24th, 1905, says:—"It gives me great pleasure to say that there was not one complaint registered against the quality of the Spalding League Ball furnished the National League this past season by your company, and so far as my information goes, I can say that the ball was in every respect satisfactory."



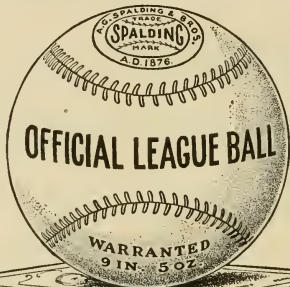
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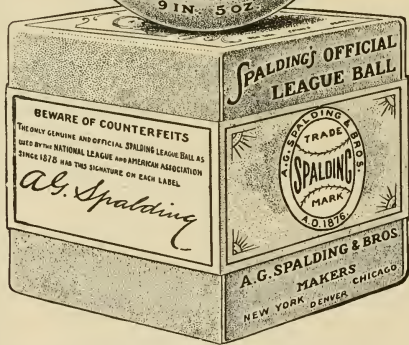
GRAND PRIZE
ST. LOUIS
1904



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PARIS
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Spalding Official League Ball



USED exclusively by the National League, Minor Leagues, and by all Intercollegiate and other Associations for over a quarter of a century. Each ball wrapped in tin-foil and put in a separate box, and sealed in accordance

with the regulations of the National League and American Association. Warranted to last a full game when used under ordinary conditions.

No. 1. Official League Ball. Each, \$1.25

Send for Spalding's Complete Catalogue of all Athletic Sports.

A. G. SPALDING & BROS.

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SPALDING OFFICIAL BOYS' LEAGUE BALL

MADE with horsehide cover, rubber centre, and wound with wool yarn. Same as our Official League Ball in every respect, except slightly smaller in size. It is especially designed for junior clubs (composed of boys under sixteen years of age), and all games in which this ball is used will be recognized as legal games, the same as if played with the Official League Ball. Warranted to last a full game.

No. 1B. Each, 75c.

A. G. SPALDING & BROS.

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The Spalding 'Varsity League Ball

Regulation size and weight, fine selected horsehide cover, rubber centre, all wool yarn and far superior in material and workmanship to any of the various imitations of our Official League Ball. Warranted to last a full game without losing its elasticity or shape.

— No. X. Each, \$1.00 —

Spalding Interscholastic League Ball

Same quality as the 'Varsity League, but smaller in size. Warranted to last a full game.

— No. XB. Each, 50c. —

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Spalding Double Seam Ball



Made with the same care and of the same material as our League Ball; the double-stitch is used in its construction, rendering it doubly secure against ripping. Every ball is wrapped in tinfoil and warranted to last a full game.

No. 0. Each, \$1.25.

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Spalding Professional Ball



Full size ball. Made of carefully selected material throughout, and warranted first-class quality.

No. 2. Each, 50c.

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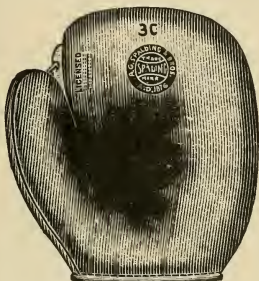
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Spalding Fielders' Mitts

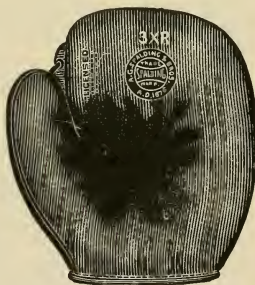


The easiest, most pliable and best made fielders' mitt ever made. Molded brown calfskin face; extra full thumb, laced; leather lined and strap-and-buckle fastening at back.

No. 3C. Each, \$3.00

Spalding "Black Leather" Fielders' Mitt. Made of specially tanned black leather and similar in quality otherwise to No. 3X.

No. 3XR. Each, \$2.50



MADE IN RIGHTS AND LEFTS

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THE SPALDING MUSHROOM BAT

PATENTED AUG. 1, 1905

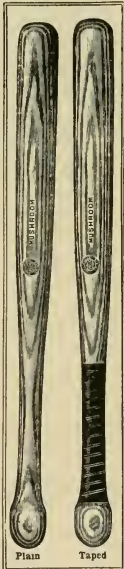


N this bat a principle has been utilized which makes it many times more effective than the ordinary style under certain conditions, and as an all-around bat we have received many letters from prominent professional players testifying to their appreciation of the good points of its construction. They say: "Both balance and model are perfect," and we know both these points of construction have been brought as near to perfection as it is possible for human ingenuity to go.

The knob arrangement at the end of the bat enables us to get a more even distribution of weight over the whole length than is possible under the old construction, and for certain kinds of play the bat is practically invaluable. It is this feature which appeals to the up-to-date player, and even with nothing else to recommend it, the bat would be an acquisition for any player anxious to make a good record. Only the very best quality of air-dried timber has been used and every one is carefully tested by an expert before leaving our factory.

We recommend it heartily to our customers, feeling certain that they will find in the combination of good qualities which it possesses something which they have sought for in vain elsewhere—a perfect bat.

No. M. Mushroom Plain Bat, Special Finish. Each, \$1.00
No. MT. Mushroom Taped Bat, Taped Handle. " 1.00



For a long time I have been trying to find a bat that would balance when choking. Not until I used the Mushroom Bat have I found a bat that was up to my idea. This bat is used exclusively by the New York players.
Yours truly,

JOHN J. MCGRAW,
Manager New York Base Ball Club.

In all my experience as a base ball player I have not found a more satisfactory base ball bat than the Spalding Mushroom Bat. The timber is the best I have seen, the balance and model of the bat is perfect.
Yours truly,

JAMES J. CALLAHAN,
Manager-Captain Chicago American League Club.

In all our experience as base ball players we have not found a bat more satisfactory than the Spalding Mushroom Bat

JAMES F. SLAGLE
J. KLING
DR. J. P. CASEY

JOHN EVERS
J. MCCARTHY
D. JONES

F. L. CHANCE
JOE TINKER
Of Chicago National League Club

I have played professional base ball for the last fifteen years and have tried all kinds of bats, but no bat has given me such good service as the Spalding Mushroom Bat. Quality and balance are perfect.
Yours truly,

WM. GLEASON,
Captain Philadelphia National League Base Ball Club.

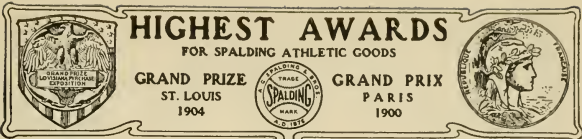
The Spalding Mushroom Bat receives my hearty endorsement. My experience as a ball player enables me to thoroughly appreciate its good qualities.
Yours truly,

CHAS. A. COMISKEY,
President Chicago American League Club

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A. G. SPALDING & BROS.

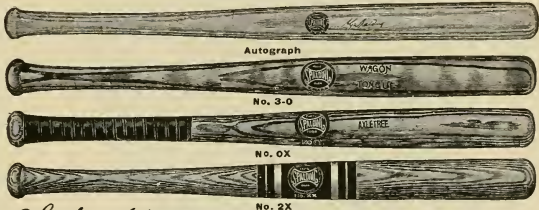
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Spalding Trade-Marked Bats

Since 1877, when we introduced the Spalding line of trade-marked bats, they have been recognized as standard by players to whom quality is a consideration. Wherever possible, we have improved both style and quality from time to time, and the assortment as now made up comprises absolutely the most up-to-date and thoroughly trustworthy styles that can be produced. The timber used in their construction is seasoned from two to three years before using, thus ensuring not only a lighter and stronger bat, but also retaining the life quality and driving power of the natural wood.

SPALDING MEN'S BATS



- A. G. Spalding* AUTOGRAPH BAT, Superior quality, fine polish finish. Each, **75c.**
- No. 3-0. Spalding Wagon Tongue Ash Bat, League quality, special finish, spotted burning. " **50c.**
- No. 0X. Spalding "Axlertree" Bat, finest straight grained ash; tape wound handle. " **25c.**
- No. 2X. Spalding Black Band Bat, extra quality ash. " **25c.**

SPALDING BOYS' BATS



- No. 3X. Spalding Junior League Bat, extra quality ash, spotted burning. Each, **25c.**
- No. 2XB. Spalding Boys' Bat, selected quality ash, polished and varnished; antique finish. " **10c.**
- No. 10. Youths' Bat; good quality. " **5c.**

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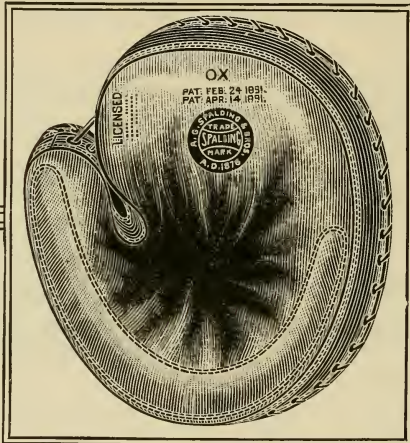
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ST. LOUIS
1904



GRAND PRIX
PARIS
1900



“Decker Patent” Mitt



MADE with face, sides and finger-piece of velvet tanned brown leather and back of selected asbestos buck, well padded and double row of stitching on heel pad, with the addition of a heavy piece of sole leather on back for extra protection to the hand and fingers. Strap-and-buckle fastening at back.

MADE IN RIGHTS AND LEFTS

No. OX. Each, \$3.00

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A. G. SPALDING & BROS.

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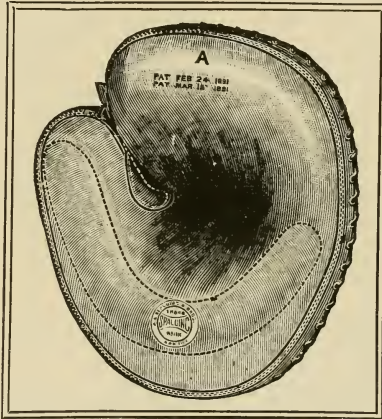
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Spalding Amateur Mitt



MADE of extra quality asbestos buck, perspiration proof, extremely tough and durable. A very popular Mitt. Strap-and-buckle fastening at back.

MADE IN RIGHTS AND LEFTS

No. A. Each, \$1.50

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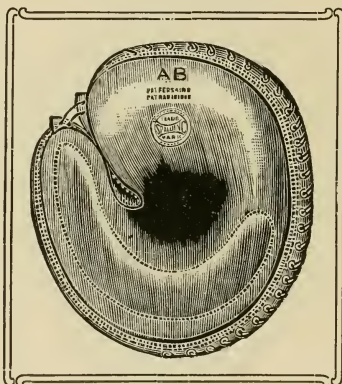


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Spalding Youths' Mitt

PATENT LACE BACK



Superior quality youth's mitt. Made with extra quality white buck face and finger-piece, extremely tough and durable; well padded; reinforced and laced at thumb and double row of stitching on heel pad; strap-and-buckle fastening at back.

MADE IN RIGHTS AND LEFTS

No. AB. Each, \$1.00

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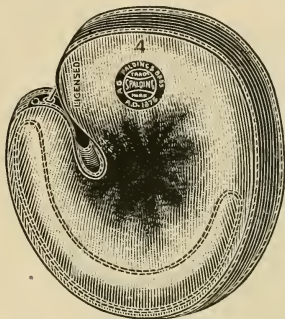
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Spalding No. 4 Mitt

Men's size. Improved style. Face and back of asbestos buck; extra heavily padded; reinforced and laced at thumb joint and double row of stitching on heel pad.

No. 4. Each, 50c.

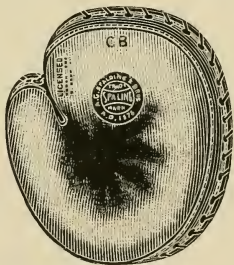
MADE IN RIGHTS AND LEFTS

Spalding Junior Mitt

PATENT LACE BACK

Most popular mitt made; face and back of asbestos buck; well padded; laced thumb. No heel pad.

No. CB. Each, 25c.



MADE IN RIGHTS AND LEFTS

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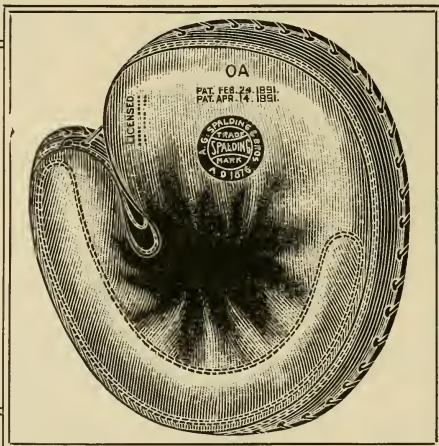
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Spalding No. OA Mitt



Extra large and heavily padded. Velvet tanned brown leather face and special tanned leather finger-piece and back. Extremely well made, and double row of stitching on heel pad. Strap-and-buckle fastening at back.

MADE IN RIGHTS AND LEFTS

No. OA. Each, \$2.00

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A. G. SPALDING & BROS.

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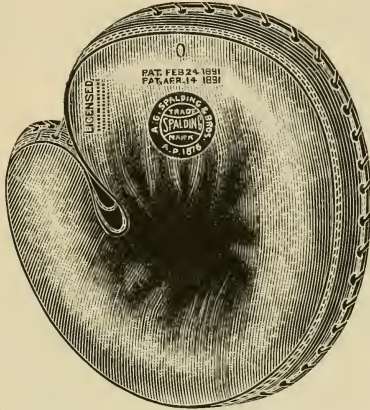
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Spalding No. 0 Mitt

Face, sides and finger-piece made of velvet tanned brown leather and the back of selected asbestos buck, well padded. No heel pad. Well known for reliability. Strap-and-buckle fastening at back.

MADE IN RIGHTS AND LEFTS

No. 0. Each, \$2.50

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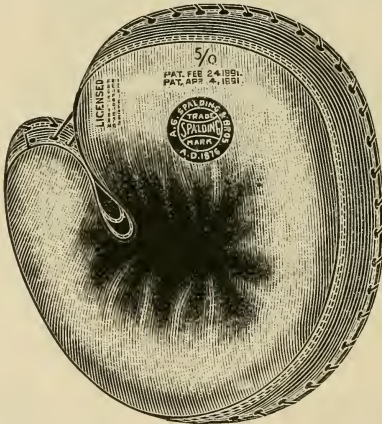
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Spalding "League" Mitt



Made of special gray tanned leather, very soft and pliable, heavily padded, and without heel pad. An old favorite. Strap-and-buckle fastening at back.

No. 5-0. Each, \$4.00

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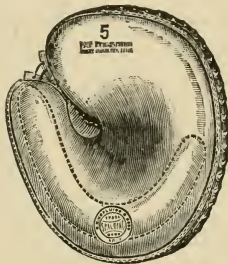


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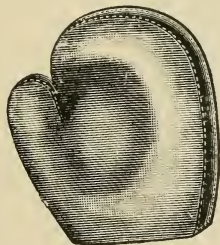
Spalding No. 5 Mitt

Improved style; face and back made of asbestos buck; laced thumb; well padded and double row of stitching on heel pad.



No. 5. Each, 25c.

MADE IN RIGHTS AND LEFTS



Spalding No. 7 Mitt

Face of asbestos buck; canvas back; good size and well padded.

No. 7. Each, 10c.

MADE IN RIGHTS AND LEFTS

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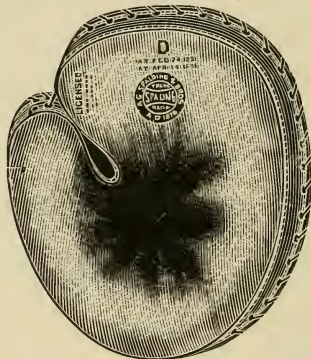


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Spalding Dollar Mitt

PATENT LACE BACK



Men's size. Made throughout of good quality oil tanned leather. Reinforced and laced at thumb; strap-and-buckle fastening at back.

No heel pad.

MADE IN RIGHTS AND LEFTS

No. D. Each, \$1.00

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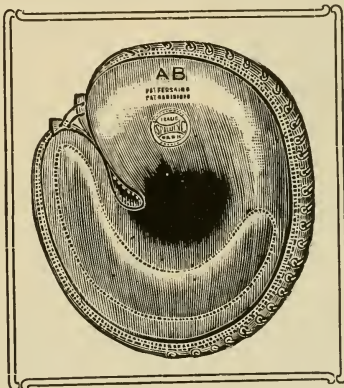


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Spalding Youths' Mitt

PATENT LACE BACK



Superior quality youth's mitt. Made with extra quality white buck face and finger-piece, extremely tough and durable; well padded; reinforced and laced at thumb and double row of stitching on heel pad; strap-and-buckle fastening at back.

MADE IN RIGHTS AND LEFTS

No. AB. Each, \$1.00

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Spalding's Infielders' Gloves

Men's size glove. Made of good quality oil tanned leather, well finished and exceedingly durable.

No. XS. Each, \$1.50



A good all-around glove, improved style. Made of good quality white tanned horsehide, well padded and leather lined.

No. X. Each, \$1.50



A popular price professional style full size glove. Made of good quality asbestos buck, padded correctly.

No. 13. Each, \$1.00

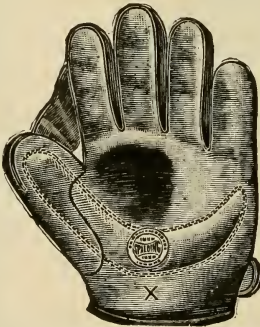


*Made with Web of Leather
between Thumb and
first Finger*

RIGHTS AND LEFTS



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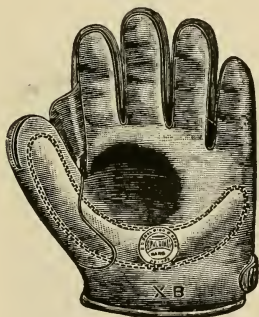
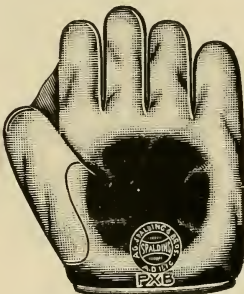
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Spalding Youths' Size Infielders' Gloves

Our best youths' glove, professional style, made throughout of selected velvet tanned buckskin. Quality of material, workmanship and style same as our No. PX best men's glove; an article of particular merit, with web of leather between thumb and first finger.

No. PXB. Each, \$2.00



A good youths' size glove. Made of fine quality white tanned horsehide. Similar in material, workmanship and style to our No. X men's glove, with web of leather between thumb and first finger.

No. XB. Each, \$1.00

**Made in Rights
and Lefts**

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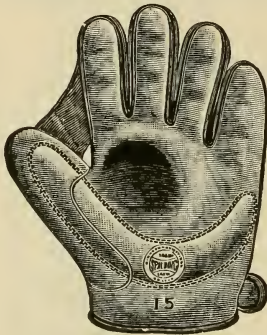
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1900



Spalding Men's Size Infielders' Gloves



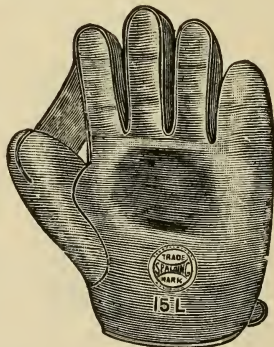
A well made glove, improved style. Made of extra fine quality brown leather, well padded; double row of stitching on heel pad. Made with web of leather between thumb and first finger.

No. 15. Each, \$1.00

Made in professional style, with no heel pad and extra heavily padded around edges and well up into the little finger. Material same as in No. 15. Made with web of leather between thumb and first finger.

No. 15L. Each, \$1.25

**Made in
Rights and Lefts**



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HIGHEST AWARDS

FOR SPALDING ATHLETIC GOODS

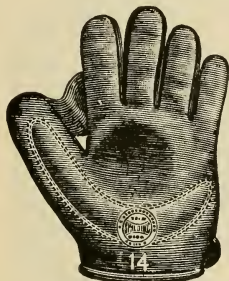
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PARIS
1900



Spalding Youths' Size Infielders' Gloves

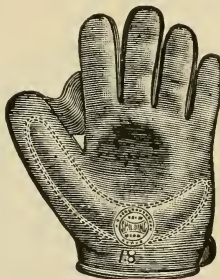


Professional style glove, well made of soft tanned white leather, heavily padded around edges and at wrist. A first-class article in every way. Made with web of leather between thumb and first finger.

No. 14. Each, 50c.

Youths' size. Made of asbestos buck and well padded; double row of stitching on heel pad. Good quality throughout; with web of leather between thumb and first finger.

No. 18. Each, 25c.



A professional style youths' glove; made of asbestos buck, without heel pad, and nicely padded at wrist and around edges. Made with web of leather between thumb and first finger.

No. 19. Each, 25c.

MADE IN RIGHTS AND LEFTS

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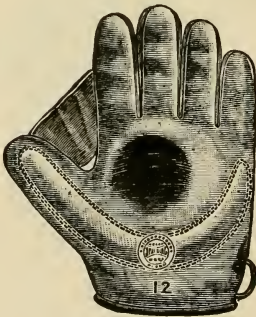
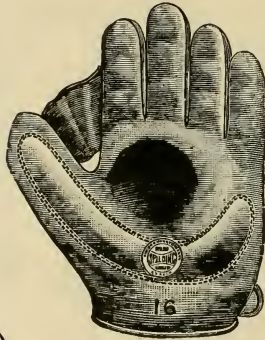
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Spalding Men's Size Infielders' Gloves

Made of good quality soft suede tanned white leather, leather lined, nicely padded; double row of stitching on heel pad. Made with web of leather between thumb and first finger.

No. 12, Each, 75c.



A good glove, full size, improved style. Fine quality soft tanned white leather, nicely padded; double row of stitching on heel pad. Made with web of leather between thumb and first finger:

No. 16. Each, 50c.

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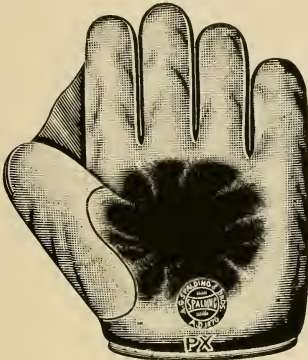
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SPALDING PROFESSIONAL INFIELDER'S' GLOVE

Our best Infielders' Glove is made up on lines suggested by prominent players, and the buckskin used in its construction is the finest we have been able to obtain. It is heavily padded around edges and extending well up into the little finger with fine quality felt. Has no heel pad, but is made extra long to protect the wrist. We have spared no expense to make this absolutely the best Infielders' Glove ever made.

No. PX.
EACH, \$3.00

BLACK leather, professional style. Quality of material and workmanship, also general design similar to No. PX. An absolutely highest quality Infielders' Glove.

No. RX.
EACH, \$3.00

Made with Web of leather between
Thumb and First finger.

Made in
Rights and Lefts

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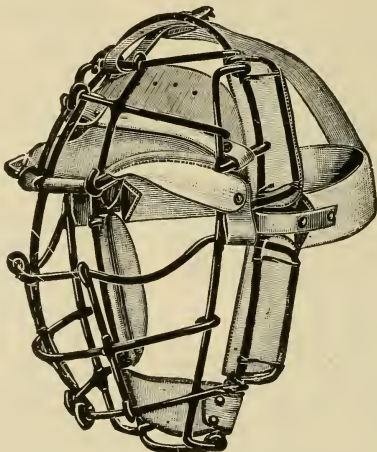
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Spalding Sun Protecting Mask



This mask is used by practically all catchers on league, college and semi-professional teams. The patent sun shade protects the eyes without obstructing the view. Mask is made throughout of finest steel wire, extra heavy black enameled. Fitted with molded leather chin strap, hair filled pads and special elastic head band.

No. 4-O. Each, \$4.00

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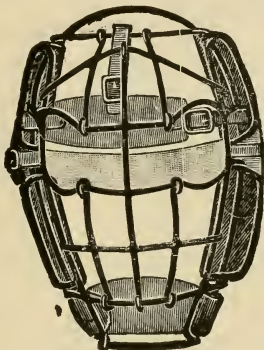
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Spalding Amateur Mask

BRIGHT WIRE

Same size and general style of the League mask. Substantially made and warranted perfectly safe.

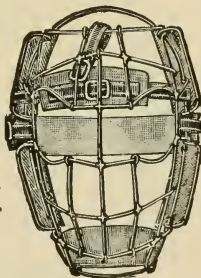
No. A. Each, \$1.00

Spalding Boys' Amateur Mask

BRIGHT WIRE

Exactly same quality as our No. A mask, only smaller in size. An absolutely safe mask for boys.

No. B. Each, \$1.00



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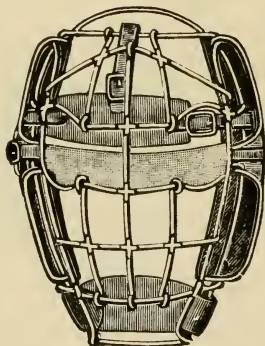
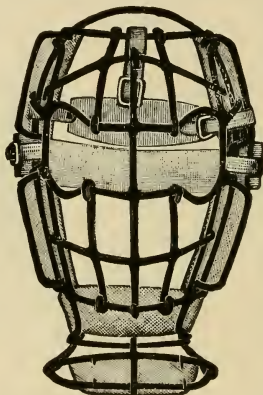
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Spalding Neck Protecting Mask

Careful players realize the value of the neck protecting attachment with which this mask is fitted. The arrangement is made so as not to interfere in the slightest with free movements and it affords absolute protection to the neck. Finest steel wire, extra heavy and black enameled to prevent reflection of light.

No. 3-O. Each, \$3.00



Spalding Regulation League Mask

Made of heavy, soft annealed steel wire. Well finished and reliable in every particular.

BLACK ENAMELED
No. OX. Each, \$2.00

BRIGHT WIRE
No. O. Each, \$1.50

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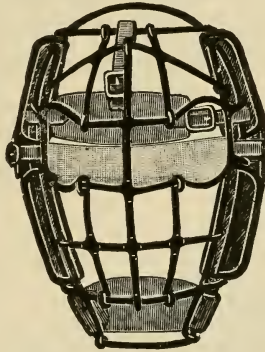
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Spalding Special League Mask



BLACK ENAMELED

For the ordinary player there is no mask more suitable than our League style which is made on our special form as approved by the best players in this country. Extra heavy and best annealed steel wire black enameled. Fittings of best quality throughout.

No. 2-0. Each, \$2.50

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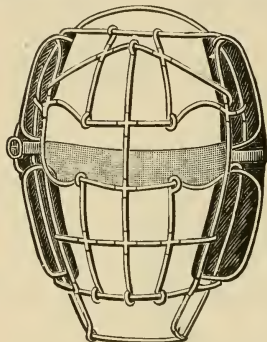
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No. L

SPALDING REGULATION MASK

BRIGHT WIRE

Made in same style
as our Amateur
mask, but without
head or chin-piece.
Warranted.

No. L. Each, 75c.

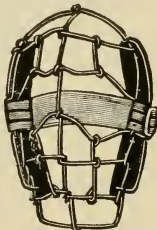
SPALDING YOUTHS' MASK

BRIGHT WIRE

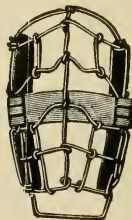
Well padded. No
head or chin-piece.

No. C. Each, 50c

No. D. Each, 25c



No. C



No. D

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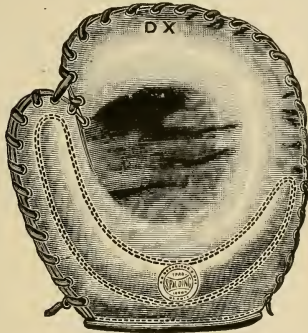
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No. DX First Basemen's Mitt

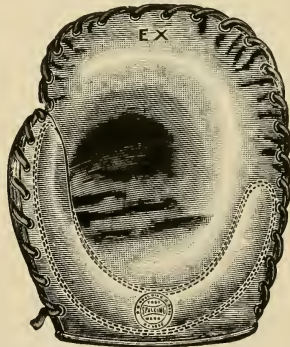
Men's size; a good article at a moderate price; made of oak tan specially selected leather, laced all around; double row of stitching on heel pad, a very easy fitting mitt. Strap-and-buckle fastening at back.

No. DX. Each, \$1.50

No. EX First Basemen's Mitt

An excellent mitt for boys; made of good quality white leather, laced all around; double row of stitching on heel pad, suitably padded and will give very good service. Strap-and-buckle fastening at back.

No. EX. Each, \$1.00



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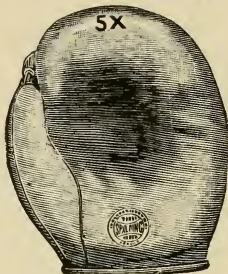
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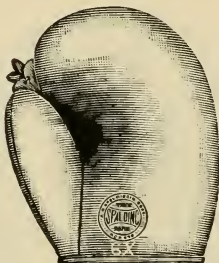


Spalding No. 5X Fielders' Mitt

An exceedingly good mitt at a popular price; the face made of white tanned buckskin, brown leather back; laced thumb; constructed throughout in a most substantial manner; strap-and-buckle fastening at back.

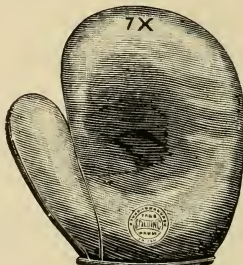
No. 5X. Each, \$1.00

Spalding Boys' Fielders' Mitts



A substantial mitt for boys; made throughout of a good quality brown cape leather, well padded and laced thumb, and without doubt the best mitt of the kind ever sold at the price.

No. 6X. Each, 50c.



Made of asbestos buck, well padded and substantially made; laced thumb.

No. 7X Each, 25c.

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Interscholastic Uniform No. 2

MADE of same grade of material as our higher priced uniforms, but of lighter weight. This is one of our most popular suits and will give the best of satisfaction. Can usually be worn two seasons.

Interscholastic Uniform No. 2
Complete, \$10.00

Net price to clubs ordering
for Entire Team. Suit, \$8.00

Colors: White, Pearl Gray, Yale Gray, Light Gray, Black, Green, Maroon, Royal Blue, Navy Blue, Brown, Cardinal.

Consisting of: Interscholastic Shirt, any style; Interscholastic Pants, any style; Interscholastic Cap, any style; Interscholastic Web Belt; Interscholastic Stockings, No. 2R.

No. 2RS Striped Stockings in stock colors furnished at No Extra Charge if desired; *Special Colors Extra*—with single suit, 50 cents per pair; with order for entire team, 25 cents per pair,

Amateur Special Uniform No. 4

MADE of good quality flannel, and compares favorably with uniforms of other makers quoted at a much higher price. Very popular with the younger base ball players.

Amateur Special Uniform
No. 4. Complete, \$5.00

Net price to clubs ordering
for Entire Team. Suit, \$4.00

Colors: White, Light Gray, Blue Gray, Maroon, Navy Blue, Green.

Consisting of: Amateur Special Shirt, any style; Amateur Special Pants, padded; Amateur Special Cap, styles 21 and 5 only; Amateur Special Web Belt; Amateur Special Stockings, No. 4R.

No. 4RS Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

No extra charge for lettering shirts with name of club nor for detachable sleeves.

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Spalding Stockings

Our "Highest Quality" Stockings are superior to anything ever offered for athletic wear, and combine all the essentials of a perfect stocking. They are all wool, have white feet, are heavy ribbed, full fashioned, hug the leg closely but comfortably, and are very durable. The weaving is of an exclusive and unusually handsome design.

STRIPED RIBBED STOCKINGS

Best quality, all wool; stripes 2-inch, alternate. Colors: Scarlet and Black, Navy and Red, Orange and Black, Maroon and White, Royal Blue and White, Navy and White. Other colors to order only; prices on application.

No. **1RS.** Heavy weight, \$1.25

No. **2RS.** Medium weight, 1.00

No. **3RS.** Good weight, .80

STRIPED COTTON STOCKINGS

No. **4RS.** Cotton striped. Same combinations of colors as above, but made only with one 4-inch stripe of second color mentioned around calf of leg. Per pair, 35c.



No. 1RS

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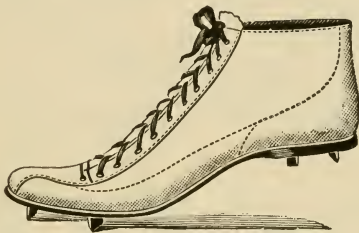
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SPALDING JUNIOR SHOE



A LEATHER shoe, complete with plates. Made on regular base ball shoe last and an excellent shoe for junior teams.

No. 37. Per pair, \$2.50

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Spalding Club Special Shoe



MADE of carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole.

No. O. Per pair, \$5.00

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SPALDING AMATEUR SPECIAL SHOE



MADE of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole.

No. 35. Per pair, \$4.00

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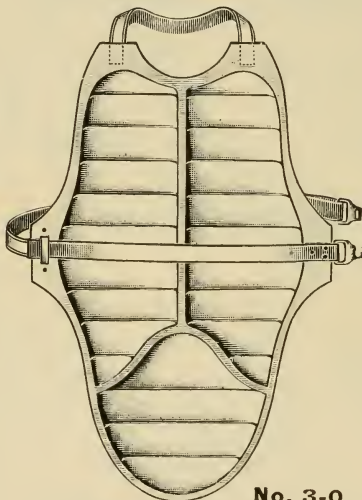
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Spalding Inflated Body Protectors



We were the first to introduce an inflated body protector, made under the Gray patent, and the method used then has been retained in the improved style, with the addition of a special break at the bottom which makes it more pliable and convenient.

Made of best rubber, inflated with air. When not in use can be rolled into a very small package after air is let out.

No. 3-0

- No. **3-0**. Full protection, large size. Covering of special imported material, and in every particular the best protector made. Each, **\$8.00**
- No. **2-0**. Full protection, large size. Best grade covering and a very durable protector. Each, **\$6.00**
- No. **0**. League catchers' protector. Same in every particular as we have been supplying for years to most of the prominent League catchers. Each, **\$5.00**

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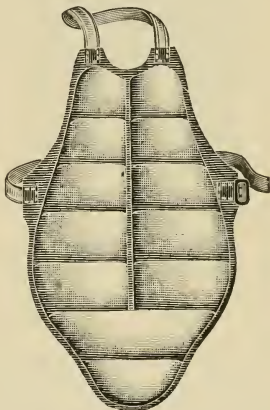
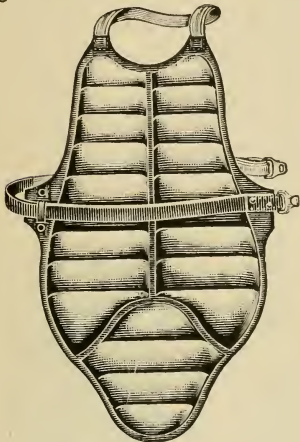
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Spalding Inflated Body Protectors



Nos. O, I and M

No. 2

No. 1. Amateur Catchers' Protector. Quality and design same as we have been furnishing for years past. Full size. Each, \$3.50

No. M. Interscholastic Catchers' Protector; full size and very well made. Each, \$2.75

No. 2. Youths' Catchers' Protector. Well made and good size. Each, \$2.00

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DURAND-STEEL LOCKERS

Lockers That Last

WOODEN lockers are objectionable because they attract vermin, retain odors and can be easily broken into, and are dangerous on account of fire.

Lockers made from wire mesh or expanded metal afford little security, as they can be easily entered with wire cutters. Clothes placed in them become covered with dust; and the lockers themselves present a poor appearance, resembling animal cages.

Durand-Steel Lockers

are made of high-grade steel plates, and are finished with gloss-black furnace

baked (400°) Japan, comparable to that used on hospital ware, which will never flake off nor require refinishing, as do paints and enamels.

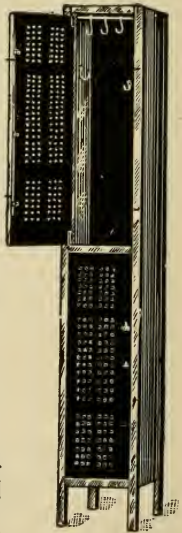
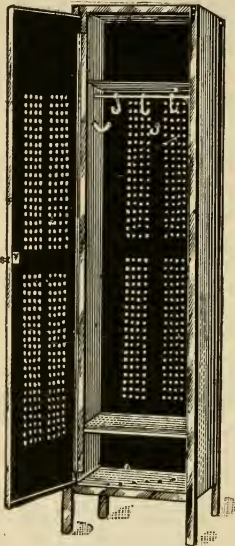
Durand-Steel Lockers

are usually built with doors perforated full length in panel design, with sides and backs solid. This prevents clothes in one locker from coming in contact with wet garments in adjoining lockers, while plenty of ventilation is secured by having the door perforated its entire length, but if the purchaser prefers we perforate the backs also.

*Illustrated Catalogue
sent on request.*

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470 Carroll Avenue :: CHICAGO, ILL.



**NO. 13—HOW TO PLAY HAND BALL.**

By the world's champion, Michael Egan, of Jersey City. This book has been rewritten and brought up to date in every particular. Every play is thoroughly explained by text and diagram. The numerous illustrations consist of full pages made from photographs of Champion Egan, showing him in all his characteristic attitudes. Price 10 cents.

NO. 14—CURLING.

A short history of this famous Scottish pastime, with instructions for play, rules of the game, definitions of terms and diagrams of different shots. Price 10 cents.

NO. 23—CANOEING.

By C. Bowyer Vaux. Paddling, sailing, cruising and racing canoes and their uses; with hints on rig and management; the choice of a canoe; sailing canoes; racing regulations; canoeing and camping. Fully illustrated. Price 10 cents.

NO. 27—COLLEGE ATHLETICS.

M. C. Murphy, the well-known athletic trainer, now with Pennsylvania, the author of this book, has written it especially for the schoolboy and college man, but it is invaluable for the athlete who wishes to excel in any branch of athletic sport. The subject comprise the following articles: Training, starting, sprinting; how to train for the quarter, half, mile and longer distances; walking; high and broad jumping; hurdling; pole vaulting; throwing the hammer. It is profusely illustrated with pictures of leading athletes, and has been revised for the season of 1906. Price 10 cents.

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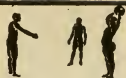
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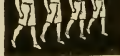
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